Land of Eem

THE UNDERLANDS

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ISBN

Published by Exalted Funeral Press
www.exaltedfuneral.com

Printed in China

Land of Eem

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EXALTED FUNERAL

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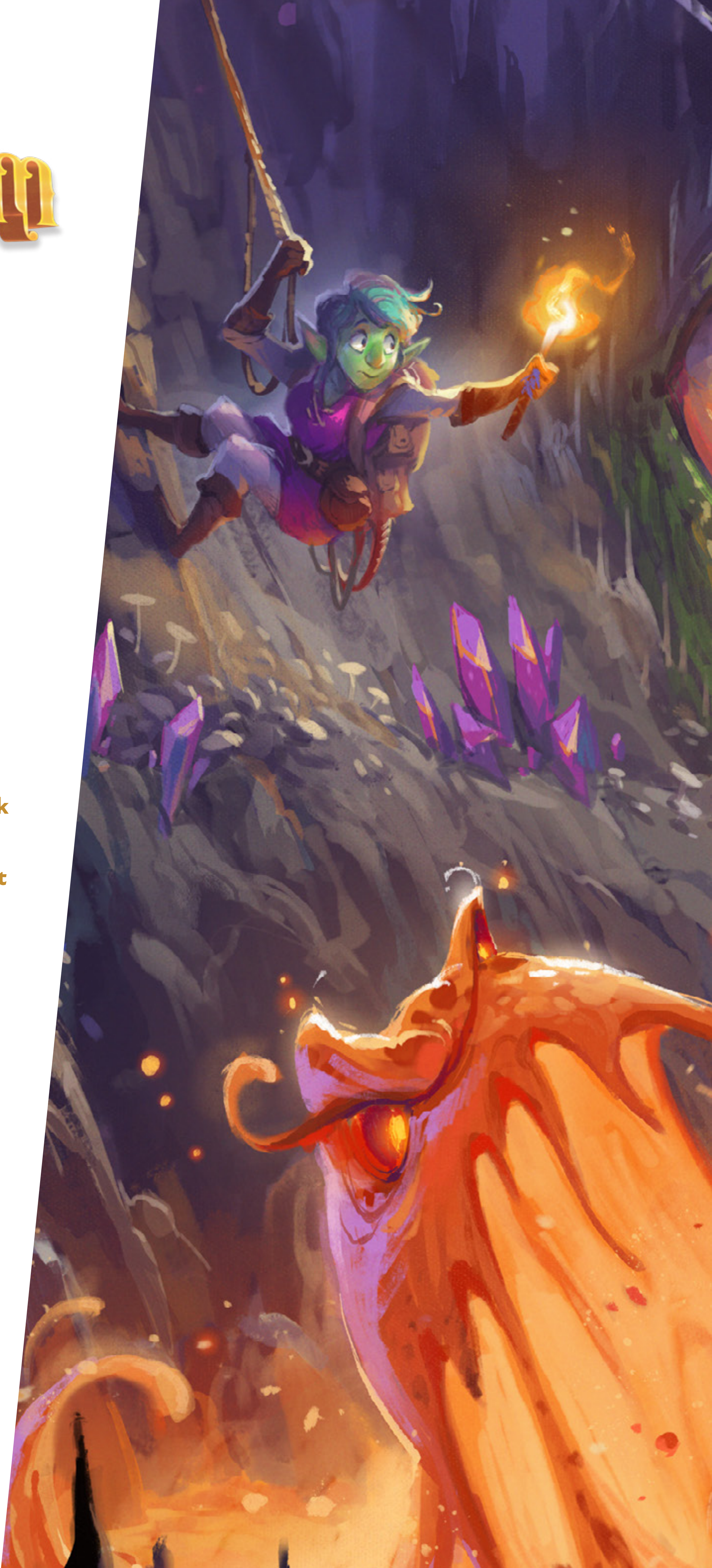

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How to Use the Sandbox

MAKE THE LAND OF EEM YOUR OWN

The Underlands realm is full of locations, NPCs, factions, Quest hooks, and Rumors for GMs to run and players to experience and explore. Use it out of the box or as inspiration for your own adventures and stories. There is no need to keep to a script or get the adventure "right." Add, subtract, lift, and leave behind whatever suits your table and campaign.

GETTING STARTED

Welcome to the Underlands—the dark, subterranean world directly below the Mucklands. Compared to the rest of the Land of Eem, the Underlands is unique in that the entire realm is a delve, with four regions descending deeper and deeper into the earth. Imagine it like a layered cake: the Under Mucklands is the top layer, followed by the Fungal Jungle, then the Shimmering Shar, and finally the bottom layer: the Abyss. Given that the Fungal Jungle, the Shimmering Shar, and the Abyss are only traveled by the most daring of adventurers and explorers, the best locations in the sandbox to start Level 1 PCs are in the Under Mucklands. Big city hubs like New Delve City and Port Lagoonie are great locations to begin a campaign in.

A great way to kick off any session is to feed your players some Rumors from all over the map and see what piques their interest. Let them explore and follow their whims and get distracted by side quests and new characters. When they arrive at a new location, don't worry about being completely prepared. Just take a moment to get the gist of the location: what's the main conflict, who are the NPCs, and what are their motivations?

Above all, this book is a reference tool for facilitating exploration at the table. Note, however, that most map Hexes don't have descriptions. Instead, as the PCs travel across the map, the GM should fill in details with random encounters, discoveries, and their own additions.

A LIVING WORLD WITH CONSEQUENCES

It's impossible for PCs to pursue every single Rumor and complete every single Quest they encounter. So what happens if the PCs don't have time to save the beautiful dragon from the evil princess? Or if they aren't interested in stopping the sarpathi ambush? Play the Underlands as if it were a living world with factions and NPCs whose plans progress if the PCs fail to thwart them. That being said, only advance the plots of NPCs and factions if the players have actually learned about them in the first place.

CLOCKS

For time-sensitive Quests, consider using a Clock—that is, a countdown of in-game time (hours, days, weeks) or a set number of sessions before circumstances change. To emphasize time pressure, make the PCs aware of when the Clock advances and how much time they have left. Certain actions they take (or inaction, for that matter) could even advance the clock faster. If the PCs fail to act or succeed on time, the world around them should react accordingly.

THE REGIONS

The Underlands realm includes four regions, each with their own landscape, people, factions, and perils. beware! For upon the peaks of Terror Island, and in the unknowable depths of the ocean, there be monsters!

THE UNDER MUCKLANDS

The ancestral homeland of the goblins, this region is located beneath the Mucklands realm and has strong ties to the surface world. It is home to huge, excavated caverns, complex tunnel systems, and New Delve City, the largest subterranean city in the world.

THE FUNGAL JUNGLE

A huge, uncharted fungal wilderness with all manner of mushrooms and toadstools, including isolated colonies of mushrum folk. Dense and full of danger, the Fungal Jungle boasts a wide variety of strange critters and creatures that few explorers have ever glimpsed, as well as the largest city of mushrum folk in the world: Mycelior.

THE SHIMMERING SHAR

Glittering crystal landscapes, frozen caverns, and volcanic wastelands stretch across this otherworldly region. Rarely explored except by the most daring adventurers, the Shimmering Shar is dangerous but laden with wonders, like the mysterious mung City of Slime.

THE ABYSS

Few adventurers have ever ventured into the deepest, darkest recess of the world. Barely a soul dwells in the Abyss, and most things that do are monstrous beasts of legend, save the mysterious skash or the kindly moledwerps that keep themselves tucked away in small towns like Duskybottom.

THE LOCATIONS

Regions are organized into location types. Unmarked locations on the map can be referenced in the Hex Reference (on the endpapers in the back of the book).

SETTLEMENTS

Settlements are large population hubs like villages, towns, and cities. Large cities are further divided into detailed districts. On settlement maps, these districts are color-coded (the first number of a color indicates the district name).

SITES

Sites are significant locations on the map like a faction's headquarters, a popular place of business, or some other singular structure or building.

POINTS OF INTEREST

Points of Interest are specific locations on the map that are unmarked because they are not well-known or common knowledge.

ZONES

Zones are multi-Hex areas on the map that share a common feature or landscape. Zones typically have special travel rules associated with them.

LAIRS

A Lair is a dwelling or hideout of a powerful Adversary or population of Adversaries. Some are unmarked on the map while others are known hazards.

NPCS

The main purpose of the NPCs is to populate the world with interesting characters for the PCs to encounter and interact with. Many NPCs have Quests associated with them, but every NPC need not be a "quest-giver." NPCs have listed Traits and Motivations to help focus on roleplaying compelling, quirky, and memorable characters.

RUMORS

Rumors are the bread and butter of running a sandbox, driving the PCs from one end of the map to the other. Each location has a number of Rumors associated with them. Rumors about a location are designed to make your players want to visit and explore. Outbound Rumors are what a location's NPCs might share about another place.

SIGHTS AND SOUNDS

Settlements have Sights and Sounds tables to help add a little descriptive flavor to the locations. Use liberally!

QUESTS

Quests vary in detail from seeds and hooks to more structured, detailed plots. The opening paragraph of a Quest outlines the player-facing information and objectives. The other sub-bullet points describe GM information.

Quests are categorized into three different tones, which describe their general content.

HIJINKS

Fun, goofy, and lighthearted quests in which PCs can often accomplish their goals without mortal danger or combat (*The Muppets / Labyrinth / Adventure Time*).

DERRING-DO

Dangerous, daring, and heroic quests that often require PCs to brave formidable challenges in order to accomplish their goals (*The Lord of the Rings / The Hobbit / The Princess Bride*).

DOOM AND GLOOM

Darker, spookier, and more serious quests that often pit the PCs against deadly foes and harrowing situations (*The Dark Crystal / Conan the Barbarian / Mad Max*).

HEROIC TITLES ♔

Some Quests bestow Heroic Titles, which represent a character's growing reputation in the Land of Eem. Unless otherwise stated, only one PC earns a Heroic Title for a given Quest, so the players should agree upon which PC earns the title.

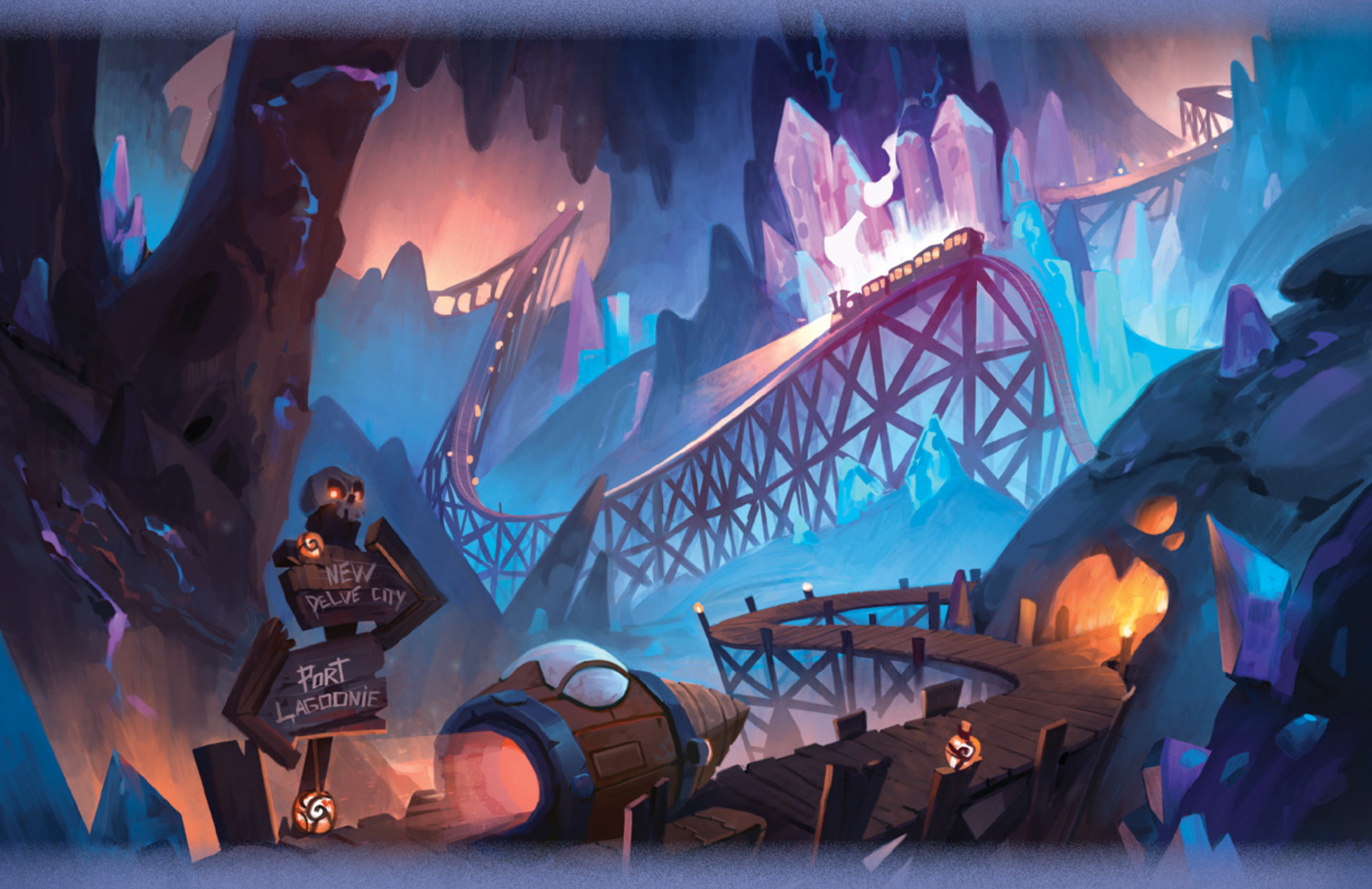
Heroic Titles often grant a unique once every session ability or other benefit. As the GM, keep in mind that certain NPCs might react differently to the PC based on their titles.

ADVERSARY ABBREVIATIONS

Adversaries in the *Land of Eem Bestiary Vol. 1* are referenced in The Underlands Sandbox using **GOLD SMALL CAPS**. New Underlands Adversaries found in Chapter 8 are referenced using **RED SMALL CAPS**. In Land of Eem sandbox settings, the Level and Class of an Adversary is abbreviated. For example, a Level 2 Champion weorg is written as **WEORG** (L2-C); a Level 6 Goon is written as **WEORG** (L6-G); and three Level 4 Bruisers is written as **WEORGS** (3xL4-B), etc.

CHAPTER 1

THE UNDER MUCKLANDS


NEW
DELVE CITY
PORT
LAGOONIE

The ancestral homeland of the goblins, the Under Mucklands, lies just beneath the surface of the Mucklands realm. This subterranean world's massive excavated caverns and intricate tunnel systems form a sprawling underground network with New Delve City, the largest subterranean city in the world, at its heart. The bustling metropolis is a testament to the goblins' ingenuity and resilience, carved out over thousands of years, beginning with the first boggarts who migrated from the surface to the Underlands.

While the goblins have continuously expanded and refined their subterranean domain for ages, their tunneling efforts expanded a hundredfold during the Dungeon Era, transforming the Under Mucklands into an even more developed and navigable world. This era of intense excavation brought about significant advancements, making the Under Mucklands the most developed subterranean region in all of Eem.

Today, the Under Mucklands boasts a variety of transportation systems: official tunnel networks, riverways, and sputter-train lines crisscross the region, facilitating travel and commerce. Such developments make the difference between the Under Mucklands and the other, more treacherous, regions of the Underlands that much starker in comparison. And in the last several decades, a thriving, multicultural community has burgeoned, blending the rich cultures of many diverse folk with the vibrant underground society of the goblins.

CENTRAL CONFLICTS

- With so many new species of folk migrating to the Under Mucklands from both the surface and the deeper Underlands, the goblins are faced with a culture clash.
- Corporations, tycoons, and dungeoneers are fighting over limited resources, and the Free Delver's Union is struggling to regulate any of them.
- The Dungeon Era's rapid expansion projects have left many regular folk displaced and forced to live in the big cities.
- Many of the authorities in New Delve City are corrupt to the core, which has a trickle-down effect everywhere in the region, inviting banditry and theft.

SETTLEMENTS

- Bartley's Barter Post (p10) - ***Hex 47.12***
- New Delve City (p13) - ***Hex 33.9***
- Port Lagoonie (p49) - ***Hex 21.9***
- Zrr'ghgrg (p68) - ***Hex 19.3***

SITES

- Dungeoneer Academy (p72) - ***Hex 27.6***
- Lightbeam Shaft (p76) - ***Hex 24.5***
- Point Matrix (p77) - ***Hex 24.1***
- Thurf Station (p79) - ***Hex 32.2***

POINTS OF INTEREST

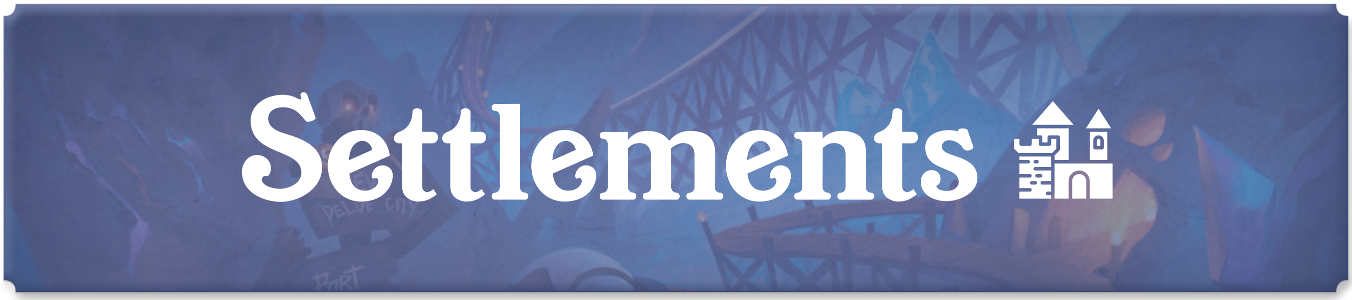
- Goldglitter Falls (p81) - ***Hex 2.1***
- The Lost Reliquary (p83) - ***Hex 51.2***
- Nulcrak Mine (p84) - ***Hex 4.2***

ZONES

- Coalvein (p86)
- Copperdust Mines (p90)
- Fangrise Peaks (p92)
- The Great Goblin Turnpike (p94)
- Greyglitter Valley (p95)
- The Hollow Mountain (p97)
- Silverspan (p100)
- The SPL Tunnel Matrix (p102)
- The Under River (p104)

LAIRS

- Castle Exile (p106) - ***Hex 38.14***
- Gordak Chasm (p111) - ***Hex 50.4***



Settlements

Bartley's Barter Post

Hex 47.12. A small moledwerp outpost town where folk trade all sorts of goods, Bartley's is most visited by adventurers and travelers headed to the Shimmering Shar. The town is made up of a few ramshackle buildings built with fungal timbers set on volcanic rock with a well at their center. Recently, many of the buildings have been boarded up due to frequent raids by **TARKIN** that seemed to appear out of nowhere.

RUMORS

- Tarkin are multiplying faster than ever before, a trend that could be perilous for locals.
- An infestation of nabber rats is leading to high levels of property crime.

OUTBOUND RUMORS

- Find Groog's Hatchery on the cliffs of the Great Chasm if you dare venture into the Abyss.
- Old Dwarf Road is rampant with banditry, but a vigilant troll is trying to put an end to the crime.
- A lot of strange folk are heading to the Burning Fields in the Shimmering Shar on a foolhardy quest for relics.
- The mushrums of Mycelior are teaming with moledwerps to construct a major passage between regions.

ITEMS

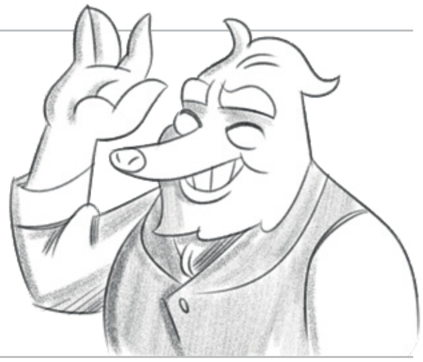
Bartley's Barter Post is tiny but still has all *Mundane* items for sale. PCs can trade 3 *Mundane* items for a *Mundane* item of the same Coinage.

- Bartley's Barleycap Beer: A thick, frothy mushroom drink, hearty enough for a meal. Quality Ration. Gain +1 Charm and suffer -1 Nimbleness for a day. Silver ⛁.
- Dusknugget Glog: This mushroomy ale is known to brighten one's spirits as well as their eyesight. Gain Undersight for the remainder of the session. Copper ⛁.
- Sparkle Grenade: A glass-like, sparkling orb that produces a brilliant flash-bang when detonated. Throw to **PARALYZE** an Underlands Goon or Bruiser, or **STUN** an Underlands Champion. Gold ⛁.
- Moledwerp "Leadralpher" Musket: Powerful firearm that ignores Block. Silver ⛁.
- Musket Balls: 1d20 Usage Die. Silver ⛁.
- Hot Air Balloon: A large inflatable balloon tethered to a 6-person gondola; useful for traversing the Great Chasm (p305). Tinker Check to regulate ascent and descent with its sputter-flame burner. Travel 2 Hexes per Travel Turn by air. When pulling the gondola as a wagon, travel only 1 Hex per day. Ancient ⛁.

BUR BARTLEY

The moledwerp founder and mayor of the town, Bur got his start by building a well and selling pails of fresh water to travelers. After about five years others followed suit, and soon enough, the town became a legitimate trading post.

- **Traits:** Enthusiastic, friendly, loves to talk about his town's history.
- **Motivation:** Transform the barter post into the next New Delve City!



PYLIE WADDLOR

A wily and eager **dusknugget** trader, Pylie pushes a cart packed with dried **DUSKNUGGETS**. She is known to tell it how it is, and due to all the **TARKIN** recently, it ain't great.

- **Traits:** Wheeler and dealer, can't keep a secret, dislikes strong types.
- **Motivation:** Open her own storefront at the barter post.

ULFIE WEDDERBOOT

An ornery moledwerp, Ulfie has few kind words for how Bur Bartley is running the town. Ulfie is a herbalist who ran for mayor last year in an attempt to take control of things, but he was crushed in the election.

- **Traits:** Jealous, chip on his shoulder, liar.
- **Motivation:** Run Bur Bartley out of the town so he can take over and reap all the benefits of trade.

QUESTS

THE DUSKNUGGET EMPORIUM

Pylie Waddlor has done it, finally saved up enough coin to open up her very own shop at the barter post. The day to break ground and build the Dusknugget Emporium has finally arrived, but all of the building materials have gone missing. Pylie Waddlor hasn't got any coin left to pay, but will trade **dusknuggets** if someone can help her locate the missing materials.

- The culprits are two **NABBER RATS** (L4-G). Bartley is certain he saw a pair of them rooting around Ulfie Wedderboot's herb silo.
- The nabber rats, Izzy and Deek, have been squirreling away the materials to build their own shop: The Junk Trunk, a business they plan on opening themselves. But it's been tough—no one likes nabber rats, for obvious reasons. But maybe a compromise could be reached.

WELL, TARNATION!

TARKIN marauders have come out of nowhere to pillage Bartley's Barter Post! They quickly disappeared once the townsfolk managed to repel them, but Mayor Bartley is sure that this isn't the last they've seen of them. Help investigate where the tarkin are coming from and deal with the problem.

- Ulfie Wedderboot lies to the PC, telling them that the tarkin are originating from a place called Nulcrak Mine. Ulfie is attempting to get rid of the PCs because he is responsible for the tarkin attacks.
    - Ulfie hired a sorcerer to help destroy the town so that Bur Bartley would move on, leaving the town for Ulfie to run as his own. Once the sorcerer was paid and did their work, they left town for the Shimmering Shar.
- In actuality, the tarkin dwell within a dungeon located beneath one of the town's old, defunct wells. Pylie Waddlor saw numerous tarkin emerge from there before attacking the town. (See The **Old Well Dungeon**).

THE SKASH SHIPMENT

Bur Bartley needs couriers to protect a special shipment of goods and see that it makes it safely to the Gossamer Mill in New Delve City. Bur will pay Gold 🪙 for the work, but warns that if word gets out about the shipment, thieves will be drawn to the score like moths to a flame.

- The secure iron box is filled with crystal knives made by **SKASH** in the Shimmering Shar. The Gossamer Mill uses them because they easily cut through spider gossamer without getting sticky. The crystal, however, is very valuable.
- Ulfie Wedderboot has caught wind of the shipment and sent a group of **DWEORG** (L3-B) bandits to intercept the package.

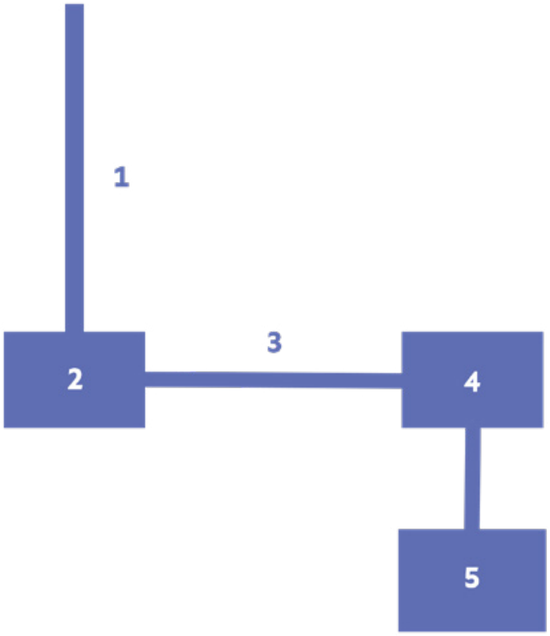
THE OLD WELL DUNGEON

AREA 1: DOWN THE WELL

A foul smelling, claustrophobic stone pipe, sticky with tar. Dead insects, stuck to the walls, shimmer in the light.

- A rope dangling into the bottom of the well is no longer sturdy and might break.
- 1d4 random *Mundane* items are stuck to the tar on the walls of the well
- One of the insects is enormous and is actually a **BEEVIL** (L5-B) who once ruled this well before the sludge came. If the beevil is freed, they reveal that a dweorg came down into their kingdom before the tar creatures arrived.

THE OLD WELL LAYOUT



AREA 2: THE AQUIFER

A wet chamber at the bottom of the well sloshes with tarry water that comes up to a *Medium* person's knees.

- **PLYXIAN PILE WORMS** swim in the foul water, squirming through blobs of cold, sticky tar. The worms are hostile and hungry.
- A pale orange light peaks through a pinhole in a mud wall that can be bashed or dug out to reveal the Chunnel.

AREA 3: THE CHUNNEL

A narrow tunnel with ankle deep water that is warm to the touch. As the tunnel progresses the water gets hotter and steam leaks from an obscured chamber ahead.

- A moledwerp called Gracie from the barter post is stuck in a ball of tar and pleads for help. She was snatched by the tarkin, but believes they're saving her as a snack for later. Gracie shares that beyond the Chunnel is a chamber that bubbles with tar, and she is certain it is where the tarkin are emerging from. She warns the adventurers to flee.
- If the PCs take too long talking with Gracie, 1d4 **TARKIN** (L5-G) arrive from the Tar Pit and attack.

AREA 4: THE TAR PIT

The floor and walls are bubbling with tar in this steamy chamber. A group of tarkin slowly turn their heads.

- The **TARKIN** (L5-G) immediately attack, never speaking besides uttering, "Your world will be our world."
- In rhythmic intervals, steam whistles from a narrow passage on the far side of the tar pit, leading to the Portal.

AREA 5: THE PORTAL

A strange, black magical portal lies in the center of this massive chamber of volcanic rock. More tarkin slowly turn their heads when intruders walk in.

- This group of **TARKIN** (5xL5-G, 1xL5-C) also immediately attacks. If questioned, they reveal that "the summoner drew us forth."
- The portal leads to Stone Shar Forest in the Shimmering Shar, where the tarkin are from.
- When the tarkin here are defeated or driven away, Bartley's Barter Post is saved.
- The tarkin's summoner was Ymnar, a dweorg **SORCERER** hired by Ulfie Wedderboot to cripple the barter post. Ymnar is now on his way to loot **Audrastica's Tomb** (p245).

New Delve City

Hex 33.9. The greatest city in the Underlands, New Delve City was built ages ago by the first boggarts of the Mucklands who migrated from the surface and became the goblins. For years the city was little more than a mining town, harvesting salt and semi-precious minerals to sell to traders. As the long centuries passed, and the new goblin culture flourished and adapted to the subterranean world of the Underlands, so too did New Delve City grow and evolve. And when the legendary King Graag Gargoon took the throne, the city transformed into a bustling metropolis. Today, New Delve City is the jewel of goblin civilization, filled with the comings and goings of folk from throughout the entire Underlands, with a surging economy, a revolutionary sputter-train transit system, and a thriving culture.

NEW DELVE CITY SPUTTER-TRAM

The public transportation system allows for quick convenient travel around the city. With a sputter-tram pass, PCs can travel from district to district without making a Travel Check. The tram can also be taken to Thurf Station (p79), and with special permission from the school, Dungeoneer Academy (p72).

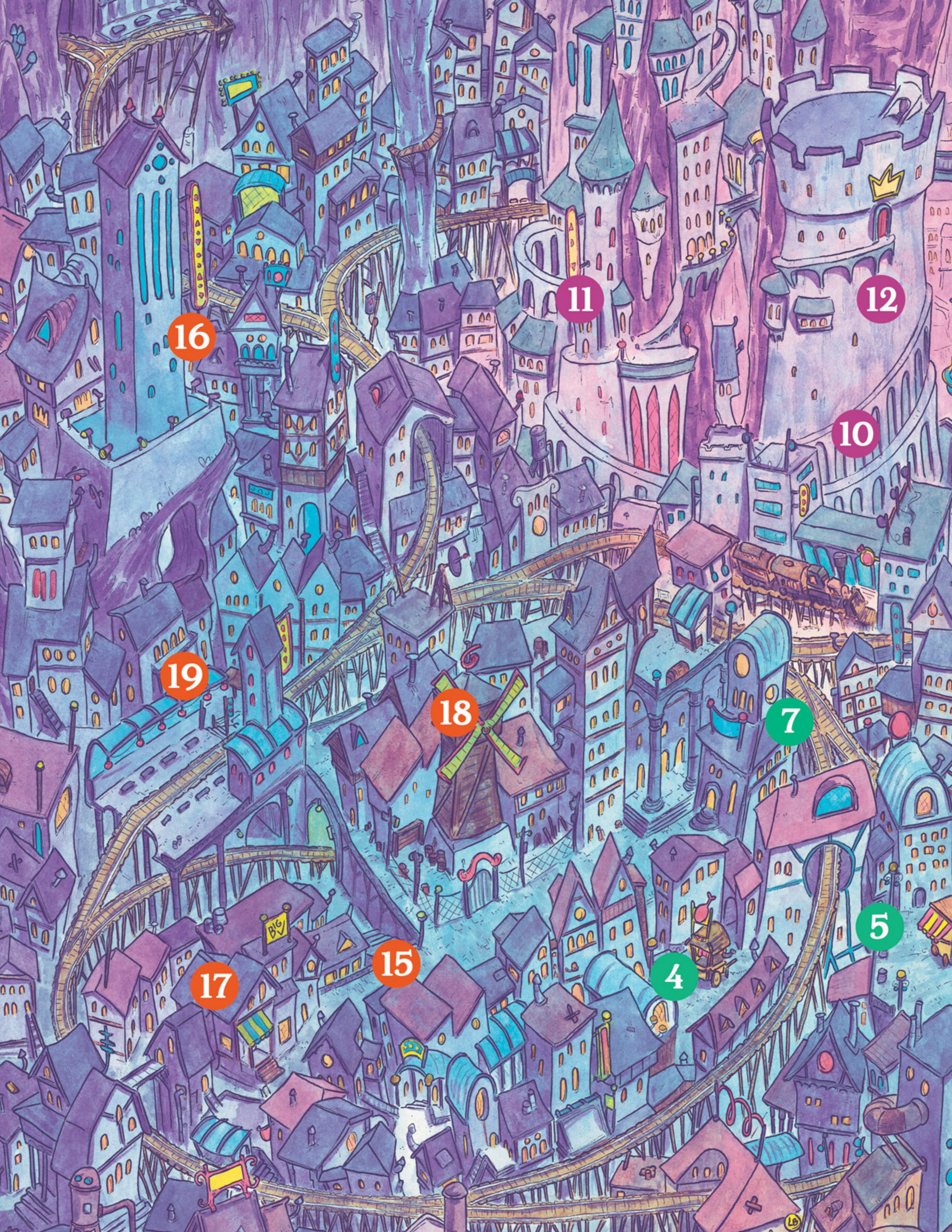
- Day Pass: Unlimited rides around New Delve City, or one way trip to Thurf Station. Copper ⛁.
- Monthly Pass: Unlimited rides around New Delve City and to and from Thurf Station. Gold ⛁.
- Dungeoneer Academy Pass: Academy approval may be requested at City Guard Station and takes up to 3 business days. Silver ⛁.

DISTRICTS

- The Great Hob
  A famed market, bursting with shops, restaurants, and travel lodges for putting up one's feet.
  - Pit Street Exchange
  - The Root Cellar Inn
  - Burdie's Boiled Meat
  - The Sticky Pickle
  - Agatha's Arms
  - Woggle & Woggle Attorneys at Law
  - Hobnoob Station
- High Rock
  The wealthiest and most influential live here in gigantic surfacescrapers carved out the earth.
  - City Guard Station
  - The Boggernackle
  - Castle Gargoon
  - Swagoo Street (fashion)
  - Club Highlife
- Salty Town
  The old salt mine, now a residential district at the base of High Rock.
  - Free Delver's Union Headquarters
  - Big Vern's Picks & Packs
  - The Gossamer Mill
  - Salty Station
- Rag Bottom
  The forgotten, crime-ridden gutters of the city.
  - The Surly Swig
  - Gunk Hold Grotto
  - Dread Station

WHAT'S GOING ON

- Tensions are high for a number of reasons, not least of which is the culture clash as new species of folk migrate to the city.
- The Court Jester Gang is causing havoc all over the city. The second heir to the throne, Braag Gargoon, is secretly the gang's founder and leader under the alias Giggles the Bent.
- The abbot of the Unificators at the Boggernackle has been possessed and plans to cause a major calamity by flooding the entire city with swamp water from the surface world.
- An up-and-coming thieves guild, Black Nail Clan, is actually masterminded by a prominent captain of the Office of the City Guard.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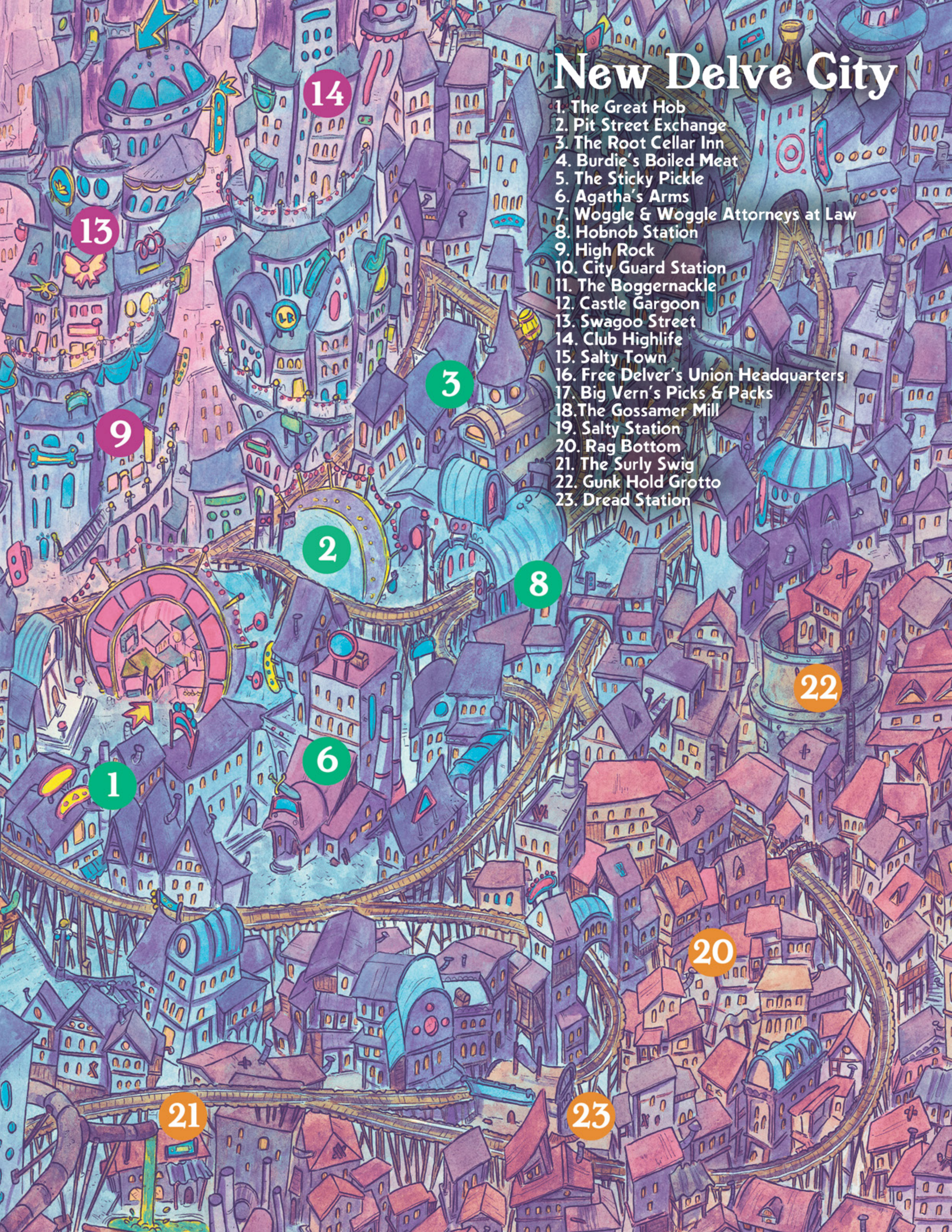
New Delve City



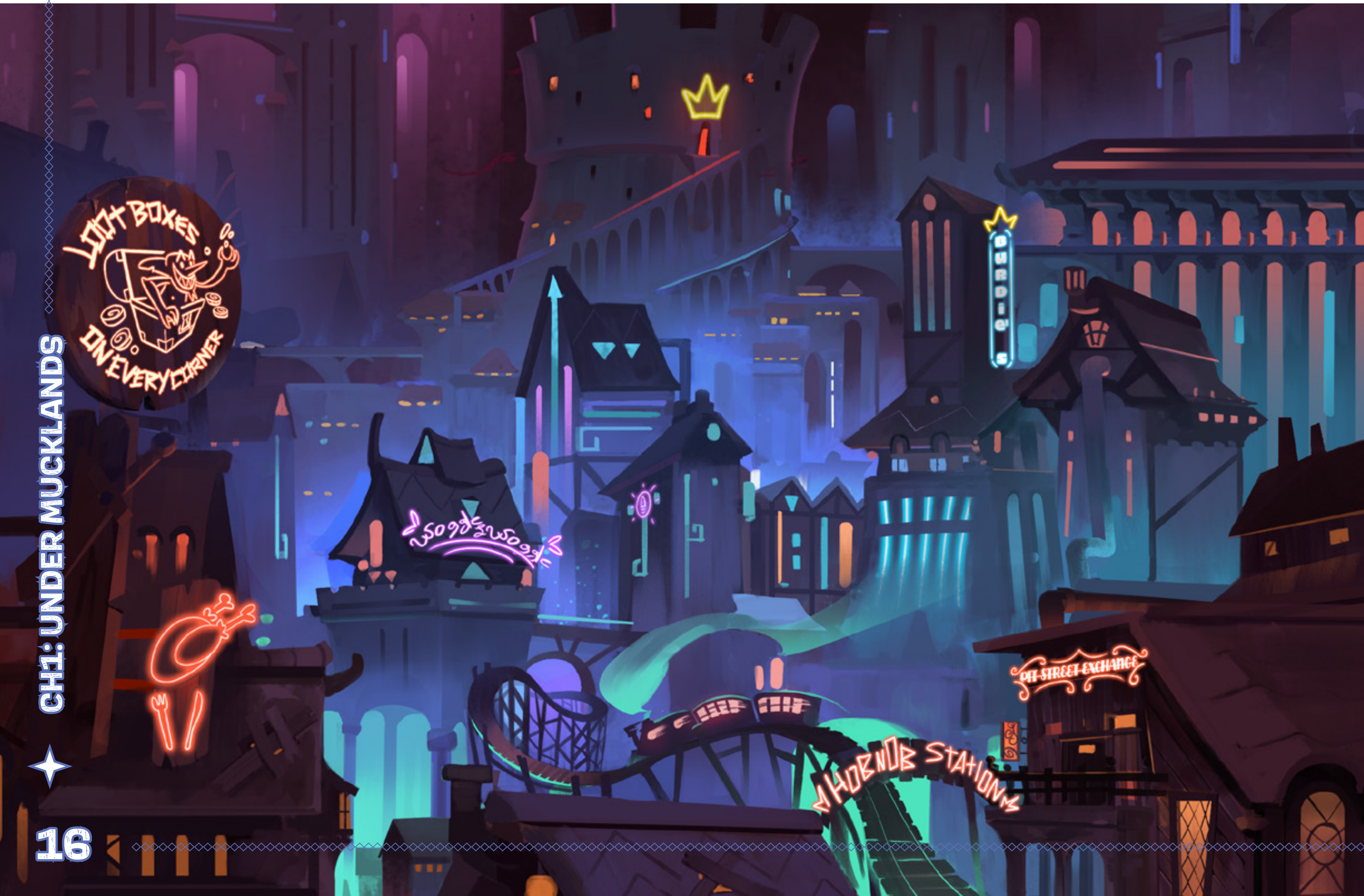
1. The Great Hob
2. Pit Street Exchange
3. The Root Cellar Inn
4. Burdie's Boiled Meat
5. The Sticky Pickle
6. Agatha's Arms
7. Woggle & Woggle Attorneys at Law
8. Hobnob Station
9. High Rock
10. City Guard Station
11. The Boggernackle
12. Castle Gargoon
13. Swagoo Street
14. Club Highlife
15. Salty Town
16. Free Delver's Union Headquarters
17. Big Vern's Picks & Packs
18. The Gossamer Mill
19. Salty Station
20. Rag Bottom
21. The Surly Swig
22. Gunk Hold Grotto
23. Dread Station

THE GREAT HOB

Often considered the glittering hub of all goblindom, the Great Hob is the cultural center of New Delve City; a bustling, thrilling festival of neon lights, delicious restaurants, merchant shops, and surging crowds. Vendors line every street and alleyway peddling thousands of products, produced and manufactured by the vast production empire that sprawls across the Under Mucklands and Mucklands itself. Some products are masterworks of ingenuity and usefulness, but the majority are cheaply made, poorly assembled widgets and appliances of varying utility. Despite the surge of over-developed consumerism, the Great Hob has always maintained itself as a mix of cultures where goblins, boggarts, boggles, and wugs enjoy the richness of their shared history and traditions.

SIGHTS AND SOUNDS

1. A runner gripping a long strip of ticker tape races towards Scratch Street shouting: “Sell SPL, Buy Unassailable Co.!”
2. A wug slurps the last noodle from a bathtub, claiming victory over the Sticky Pickle’s eating challenge.
3. A goblin merchant unloads crates of Krog & Sons, Inc. stuffed cattypillar plushies.
4. A boggart of the Boggernackle swings a bell and cries: “Return to the Bogswain!”
5. Dweorg gem peddlers haggle with a moledwerp buyer over the clarity of a sapphire.
6. A burly city guard officer takes a sizable bite out of a huge, crispy cricket haunch.



LOOT BOX MACHINES

Throughout the Great Hob, there are vending machines filled with Subterranean Pits and Lairs brand "loot boxes," a gimmicky item that has a chance to contain something very valuable. The story behind the loot boxes is not that complicated: the manufacturing side of SPL often finds itself overstocked with unpopular items that need to sell, so they hatched a plan to place Loot Box Machines all over New Delve City—with the Gargoons' blessing, of course (they get a healthy cut). The loot boxes are almost always filled with cheap discount items, but there's a tiny chance for something great.

BUYING A LOOT BOX

PCs can buy a loot box from a machine for Copper ⛁. There's a 1-in-100 chance that the item is *Magic*. If so, roll on the random *Magic* item table. If not, roll on the random *Mundane* item table. If the result is NOT an item worth Copper ⛁, the loot box contains the next closest Copper ⛁ item on the table.

PIT STREET EXCHANGE

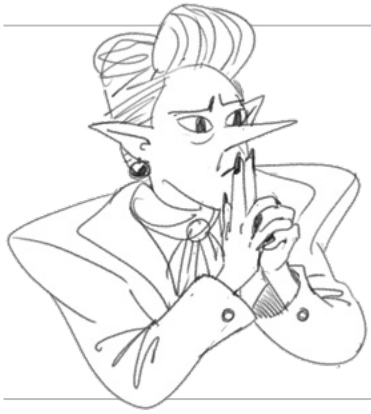
Founded by Queen Greda, daughter of Graag Gargoon, Pit Street is less a street and more of a huge tunnel structure, speckled with windows. The undisputed center of the Underlands economy, Pit Street bustles with a flurry of merchant traders and market speculators that buy and sell each other's fates every day. In fact, insiders call doing business on the Pit Street Exchange "engaging in a Pit Fight," and they're not far off. Pit Street is also the location of the largest bank in all of Eem: a huge, fortified structure that diverts foot traffic and boasts security so impregnable, that Unassailable Co. is said to have tested it against the effects of dragon's fire.

RUMORS

- The Pit Street's bank security system is on the fritz and anyone with enough gumption could rob it.
- There's a pickpocket ring operating on Pit Street running circles around the Office of the City Guard (OCG).

OUTBOUND RUMORS

- The prominent lawyers, Woggle and Woggle, are mixed up in a complicated criminal case.
- The Fungal Jungle would be a prime location to mine for resources if anyone could ever figure out the transportation problem.



CHAIRGOBLIN YOLANDA KORVEX

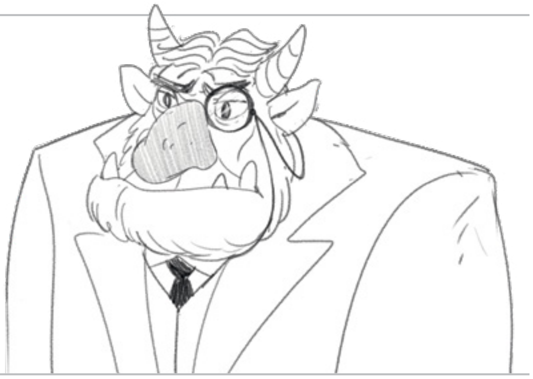
The current master of Pit Street, Chairgoblin Korvex is responsible for running the market as well as outlining market regulations that all dungeoneering and manufacturing outfits under the purview of New Delve City must adhere to. She often receives high-profile visitors looking to gain insight or negotiate advantages for themselves.

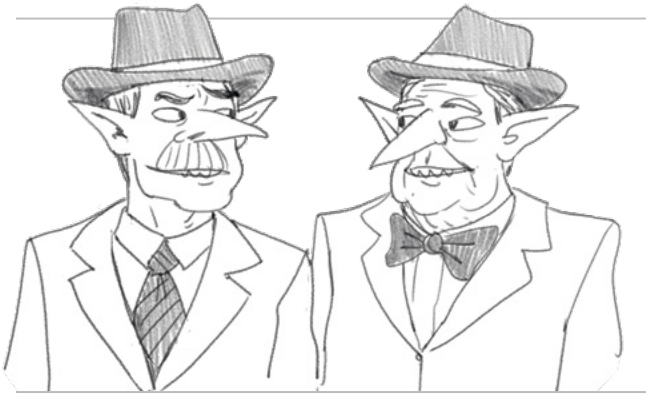
- **Traits:** Listens to all angles, gets no sleep, likes plucky entrepreneurs.
- **Motivation:** Maintain a strong economy, but also prevent the Big Three from destabilizing New Delve City by becoming too powerful or influential.

MASTER OF THE PIT, JERO WINK

A seasoned Pit fighter, Jero is a troll who made a name for himself by stomping on everyone who stood in his way to buy low and sell high. Representing Chairgoblin Yolanda herself, Jero's primary responsibilities are to root out illicit deals and prevent hostile takeovers.

- **Traits:** Stressed out, skeptical, strongarm.
- **Motivation:** Keep the economy from crashing as New Delve City teeters on the edge of over-consumption and economic speculation.





MORTIMO & RANDORF BROOM

The Princes of Pit Street, these venerable brothers have ruled the Pit Street Exchange for several decades and made tremendous fortunes. Together, they are the second largest shareholder of Subterranean Pits and Lairs, LLC and the owners of the Port Lagoonie Muckball Team, the Goons.

- **Traits:** Schemers, make ridiculous bets with each other, guffaw at each other's jokes.
- **Motivation:** Replace Chairgoblin Yolanda Korvex and serve as co-chairs.

QUESTS

THE PLUCKY DUCKIES

Jero Wink has enough problems trying to make sure nothing gets too out of hand on the Pit Street Exchange, but it's come to his attention that a gang of pickpockets called the Plucky Duckies have been robbing folks blind on Pit Street. Worse yet, the OCG can't seem to do a darn thing about it. Under orders from Chairgoblin Korvex, Jero wants you to arrest as many Plucky Duckies as possible.

- The Plucky Duckies are a new group of child thieves who are working directly for someone they call "the Bossman," the alias of an OCG Officer named Helsa Troodan in High Rock, who is protecting them from arrest and taking a 90% cut.
- The Plucky Duckies are led by a goblin kid named Peeps, who agrees to stop pickpocketing on Pit Street and get out of town if the PCs help them escape the Bossman's wrath.
- Officer Troodan, or the Bossman, is secretly a proper crime lord known as the Black Nail who is building a small empire of pickpockets, rascals, thieves, and cutthroats that she intends to expand to Bogtown where they will compete with the Mucklands gangs and conquer their territory.
- Officer Troodan plays the good officer and is loved by everyone in the department. The only way to take her down is to prove that she's connected to all the crime in New Delve City. See quest **The Black Nail Clan**, (p27).

THE TRADE SWEEP

Mortimo and Randorf Broom are looking to train the next Pit Street Exchange hotshot. Both are getting older, neither has an heir, and none of their junior Pit Fighters have the gumption to continue the Broom company legacy. You look like the type of plucky go-getters who could really make a name—and a fortune—for yourselves if you had the right mentorship. This is an opportunity of a lifetime. What do you say?

- Mortimo and Randorf Broom are up to no good. They actually intend to swindle the Pit Street Exchange out of an enormous fortune by having the PCs steal intel and buy Spark Industries stock low, then sell high in a single day. Then they intend to call attention to what happened and blame Chairgoblin Yolanda Korvex for letting Pit Street go to the pits! If everything goes according to plan, Korvex will be ousted, allowing the Broom Brothers to become co-chairs. The PCs would also likely be arrested, but who cares!
- The Brooms present the PCs with three tasks to win their fortune:
  - Task 1: Acquire the Spark Industries intel report. This is easy enough—the Spark Industries representative, a shrym named Mr. Hopper, is staying at Delver's Lodge right here in The Great Hob.
    - The report reveals that Spark Industries is set to launch a new sputter-butler model that is supposed to revolutionize domestic life and sell like hotcakes. Unfortunately, the model attacked and injured people during testing, but Spark Industries is pushing it to market anyway so they don't lose money.
  - Task 2: The Brooms give the PCs money to purchase 1000 shares of Spark Industries each while the brothers leak the word about the new sputter-bot model. At the Exchange, the PCs are questioned by a wary Jero Wink, who keeps an eye on them.
  - Task 3: Later in the day, the Brooms give the PCs the go ahead to sell. However, once they do, they'll need to fight the frantic crowds as the market begins to panic about Spark Industries.
- If the PCs are successful in their tasks, the Broom brothers leak the information that the PCs stole the Spark report. Korvex, Jero Wink, and a group of OCG officer **GUARDS** (L4-G) prepared to arrest the PCs will approach them. Even Mr. Hopper will be there to identify them as the culprits. The Brooms lie about the whole thing, and have Korvex arrested for letting such a boneheaded plot happen under her leadership.

THE ROOT CELLAR

A boisterous, bustling two-story tavern founded by the retired goblin mercenary, LeRoy Root, the Root Cellar is notable for its lively customer base composed of explorers, Underdeep sailors, warriors of fortune, and just about anyone with a mind for adventure. The structure is made almost entirely of sturdy **WURLWOOD** roots from a tree that was felled long ago on the surface. The interior is decorated by a grand chandelier in the center of the main cider hall made from the bones of a king delver. The story has it that the king delver busted through the cellar of the tavern only three days after Root bought the place. LeRoy sprung into action, heading down the stairs and proclaimed, "You done busted into the wrong dang cellar, bucko!" and unceremoniously slew the beast with a well-placed shot of a blunderbuss.

ROOT CELLAR MENU

Costs Copper ⛁.

- Delver's Delight: Locally sourced king delver jelly made from the mucous glands. Heal 3 Courage.
- Conk Cider: A frothy, sour mug of piping hot, sour cider said to calm the nerves. Gain +1 to Mettle Checks for a session.
- Boggernackle Bites: Named for the High Rock Boggernackle, these wafer thin cookies are speckled with reegaldeek egg shells and pair nicely with conk cider. Normal Rations. Heal 1 Courage when eaten with conk cider.

RUMORS

- Spies are hanging around the Root Cellar on the lookout for something.
- Someone's hiring up a small army at the Root Cellar.

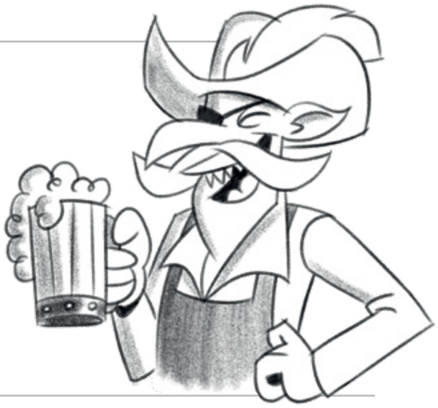
OUTBOUND RUMORS

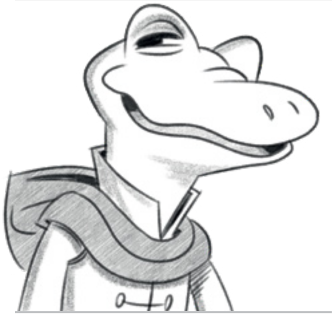
- There's a fortune to be had in the Underdeep for the person brave enough to dive into the abyssal waters.
- The Black Nail Clan is spreading across the Under Mucklands, posing a bigger threat than the Court Jester Gang ever could.
- Subterranean Pits and Lairs, LLC is always looking for hired help, especially at Point Matrix.

LEROY ROOT

A wiry one-eyed goblin and former mercenary, LeRoy sports a tremendous waxed mustache and a broad feathered hat. Before becoming a tavern keeper, he served in several goblin campaigns throughout the Underlands and Mucklands—most notably in a disastrous skirmish with the gnomes of Dingledell where he lost his eye. But LeRoy has no hard feelings—he knew the risks. And now he gets to relax in a warm, dry, beloved local watering hole.

- **Traits:** Back slapper, big laugher, war and battle historian.
- **Motivation:** Live out his remaining days in comfort surrounded by customers who always have a war story to tell.





RUDAMANA RUCKS

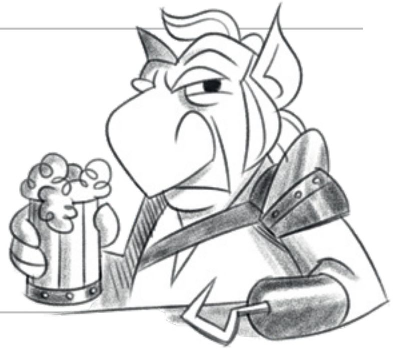
A well known disturber of the peace, Rudamana is a **MANDRA** caverunner and thief who has been in and out of trouble with the OCG for years. Currently laying low and avoiding trouble, Rudamana has been palling around with Root Cellar locals day and night for weeks on end.

- **Traits:** Shifty, flatterer, sweating profusely.
- **Motivation:** Weeks ago, Rudamana stashed a bundle of stolen scrolls behind one of the king delver chandelier's teeth. She's been trying to get at it unnoticed ever since.

CAPTAIN HOGART

A grizzled mercenary, Captain Hogart goes way back with LeRoy, but their paths diverged long ago. This hook-handed, wooden-legged battle veteran drains mugs of cider and scowls at anyone who gets too close without an invitation.

- **Traits:** Grumpy, single-minded, opportunistic
- **Motivation:** Hire a band of hardened mercenaries for his employers at the Boggernackle, for reasons he himself doesn't know.



QUESTS

SCROLLING FOR TROLLS

Rudamana Rucks never intended to be a rascal, but sometimes there's an opportunity so big you just have to go for it. And stealing magic scrolls from a band of trolls was that time. Rudamana lifted the scrolls from a pair of trolls in Salty Town, then traveled to the Great Hob to get lost in the crowd and lay low. Now the scrolls are hidden in the chandelier, but the heat is on Rudamana and she knows it. Sneak into the Root Cellar after hours and steal the scrolls back. Rudamana will reward you with a magic scroll of your own.

- The trolls, Kulpa and Worma, originally stole the scrolls themselves from Audrastica's Tomb in the Shimmering Shar and have been cursed ever since. When arriving in New Delve City in search of a cure, they were robbed by Rudamana. Now, scouring New Delve City for the thief, they're suspicious of Rudamana, but can't prove it, and so they watch her every movement.
- Due to the curse, Kulpa and Worma are slowly transforming into **VOLCANOIDS**—their skin is hot to the touch and their saliva is turning into lava. The longer they go without a cure, the more angry and desperate they get. They believe the scrolls hold the answer to their dilemma.
- There are 8 scrolls, each with a random spell. But they're boobytrapped with magic that will inflict a **CURSE** on anyone who touches them and fails a Mettle Check.
- Kulpa and Worma just want the scrolls, but will work with the PCs if they are convinced it will cure their horrible curse.
- If the trolls completely transform, they will go on a rampage in the Great Hob, causing panic and chaos.

THE ABYSSAL PEARL

Marleena Zorany has been to some of the deepest darkest corners of the Underdeep. She's seen it all, in fact. She's battled skash pirates and escaped eye-less sea monsters, but the most amazing thing she's ever seen is the great abyssal pearl, a jet black gem in the mouth of some kind of giant, dead clam. The pearl is the size of a tugboat, and she intends to hire a crew of adventurers to help her pull it out of the water and haul it back to New Delve City by wagon train. She's convinced the Gargoon family would pay a pretty penny for it, enough for her to retire. She offers a share of the profits, probably around 3 pouches of Gold 🪙 each, if you accompany her to secure the Abyssal Pearl.

- Traveling to the Underdeep (p314) is hard in itself. There is only one entry point in the Underlands: the massive lake tunnel of Goraxia (p228).
- Finding the "pearl" is a 12+ Exploration Check. The artifact is indeed in the mouth of an ancient, dead clam of unknown species, but it's not actually a pearl. It's a black crystal ball called Obsidiax, which was lost by an ancient reef nyad **WITCH** (L6-C) who is still searching for it and will pursue the party the moment it's found.

THE SPUTTER-BUTLER SCHEMATICS

Captain Hogart is looking for tough mercs to do a job for his secret employer. The job is simple. There's a shipment coming into Port Lagoonie and he needs hardy escorts to ensure nothing happens to it. And absolutely no one is authorized to look at the goods. The pay is Gold 🪙.

- Though Hogart specifically stated not to look at the goods, the shipment from Port Lagoonie is filled with clockwork and sputter parts. They are Shrym-made, Spark Industries to be exact, and exceedingly valuable. They come with a set of detailed manufacturing schematics for a new sputter-butler model called Mr. Jiffy.
- The shipment is delivered to Port Lagoonie by a shrym engineer named Flannigan Tinwhistle, who shares no details, but looks distraught. Apparently he was paid well, but also coerced into delivering the parts.
  - The sputter-butler isn't ready for market, but Spark Industries is pushing it through anyway despite safety concerns. In testing, the model attacked and injured people.
- On the way back to New Delve City, the PCs are accosted by different groups of **RIVAL DUNGEONEERS** (4xL2-B), **MERCENARIES** (6xL4-G, 1xL3-B), and **THIEVES** (5xL3-G), all hired by rival companies to steal the parts and plans.
- Once the parts are delivered to Captain Hogart, he takes them to his employers, Mortimo and Randorf Broom. This is an alternate way to kick off the quest **The Trade Sweep**, skipping Task 1 (p18).

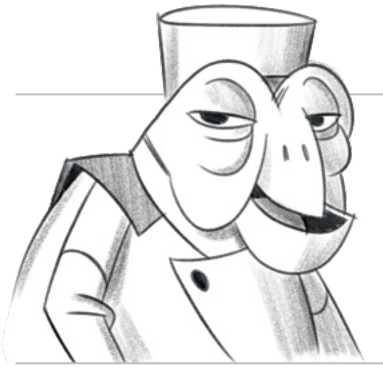
BURDIE'S BOILED MEAT

This roving, steaming food cart is less a cart and more a cauldron on wheels. Owned and operated by the shriveled bogril Burdie Yarlsburger for fifty years, Burdie's is renowned for tasty meats boiled to perfection in a slurry of spiced broth. Considered an institution by most folks in the Great Hob, if you're lookin' for buttery meat that falls off the bone, Burdie's is the street food for you.

MENU

Copper 🪙.

- Boiled Brine Bat: A salty, delicious Under River favorite, these amphibious eels can be enjoyed bones and all. Heal 2 Courage.
- Boiled Cave Carrot: Not to be confused with a vegetable, cave carrots are bright orange parasitic worms with ribbed bodies and toothless sucker mouths. Surprisingly tasty and chewy. Replenish a Quest Point.
- Boiled Spore Cobra: Knotted like a pretzel and boiled to perfection, the fungal venom is reduced into a gritty, grainy paste. Tastes like chicken if the chicken bathed in sputter-oil. +1 Might, -1 Vitality for a day.



BURDIE YARLSBURGER

Old as all get out, the wrinkly cook has been boiling meat on the streets of the Great Hob for generations. Featured in Dungeoneer Magazine's Top Underlands Eats section dozens of times, folks line up to buy lunch until Burdie sells out.

- **Traits:** Partially deaf, humble, knows local history.
- **Motivation:** Pay for her grandkids' education.

STARKY'S STICKY PICKLE

Owned and operated by the Starky sisters, a pair of boggle street vendors, Starky's is another street food institution in New Delve City, though you can buy their fare throughout Underlands. The sticky pickle itself is a uniquely goblin offering of a cucumber that is pickled in **PITWHISTLER** acid and battered in mung jelly that's been kneaded for forty days. The result is what looks like a fried pickle with a gummy, sticky, fluffy pink texture that's both salty and sweet.

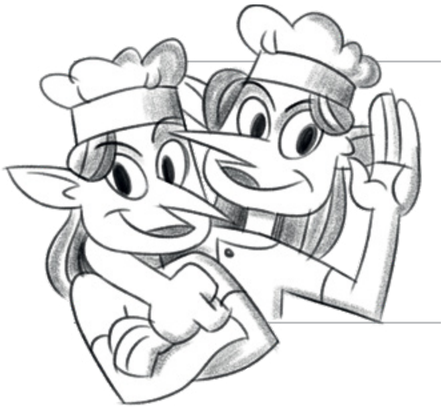
STARKY'S STICKY PICKLES MENU

Copper 🪙.

- Little Sticky: A delightfully chewy, gummy, gooey pickle with just the right amount of sweetness. Gain +1 Temporary Courage.
- Big Sticky: Double the stickiness. Roll 1d12. On a 1-2, -1 Charm and Inspire Checks for the rest of the session. Gain +2 Temporary Courage.

WIN A FREE LITTLE STICKY

PCs can attempt to guess which boggle sister is Zarla and which is Belma. Make a Perception Check with Disadvantage. On a 9+, they win a Little Sticky.



ZARLA AND BELMA STARKY

Boggle twins with a knack for making sticky pickles. Zarla and Belma are identical in every way and often play pranks and tricks on people by posing as one another.

- **Traits:** Upbeat, love games, tell people to smile more.
- **Motivation:** Serve their family's sticky pickle recipe with a smile.

AGATHA'S ARMS

Known for her no-nonsense service and impeccable forging skills, Agatha the goblin blacksmith specializes in weapons to the exclusion of all else. Her little workshop is sweltering hot, but Agatha likes to sweat. A wooden sign above her workstation reads, "The Underlands is a dangerous place. Better to have a sword you can trust than a sword that'll rust."

WEAPON SHOP

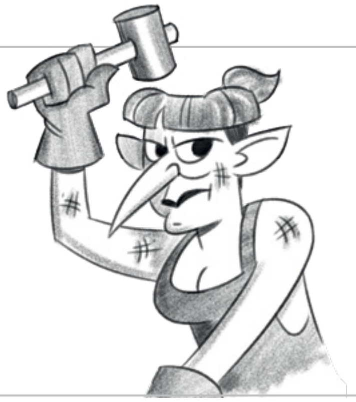
Specialty Goblin Weapons. Costs Gold 🪙.

- Bec de Goblin: A polearm with a long, goblin nose-shaped spike opposite a warhammer head. Roll random Polearm and Blunt weapon *Magnificent* Traits.
- Goblin Glaive: A fat-bladed, anti-cavalry polearm. Once every Combat, gain Advantage on an Attack against a target with four or more legs.
- Goblin Gladius: A reliable, double-edged goblin weapon ideal for the compact spaces of the Underlands. [cleave] [slash]
- Goblin Gonne: A traditional goblin hand cannon (before the heavy influence of Shrym technology), primarily used during the Skash Wars and the Battle of Sprocklepotch Glen. This artillery weapon inflicts 1d10 Dread. On a result of 1–2, the gonne misfires inflicting Dread on the wielder. 3 Slots.
- Gonne Ammo: Small iron ball ammunition. 1d6 Usage Die. 1 Slot. Copper 🪙.
- Goblin Flamethrower: 1d8 Usage Die (replenished with sputter-fuel). Attack 1d4 Close and Nearby targets. On a 6+ Hit, inflict **BURNING**.

AGATHA CARDEEN

A lean, mean goblin blacksmith with a soot covered face and a missing tooth from getting into a fist fight with a grumpy **ETTIN**, Agatha sells weapons of all kinds, but she is most famous for her weapon upgrade services for the discerning buyer.

- **Traits:** Hard-nosed, never backs down, blows bubble gum from her missing tooth.
- **Motivation:** Keep her customers well armed, because they're going to need it.



QUESTS

GRATITUDE FOR A GRUDGE

An **ETTIN** enters Agatha's Arms with a sheepish smile and an awkward look in his eye. The ettin, named Rumpleduncan, has come to apologize to Agatha Cardeen for knocking out her tooth after a dispute in the Surly Swig many years ago. Agatha isn't having any of it and demands the ettin leave unless he wants to lose some teeth himself. Crestfallen, Rumpleduncan asks if you can help him apologize and convince Agatha to let bygones be bygone.

- Rumpleduncan isn't an ordinary **ETTIN** (L4-B). He is a sensitive type that lives on the outskirts of New Delve City as a silver miner.
- Rumpleduncan admits he started it all by saying that Agatha's sword looked a little rusty and that he wasn't sure it had enough bite to do the trick when it counted. Agatha was wielding her father's handmade longsword, nicknamed Wyrmcleaver, and took great offense. They got into a fight, and Rumpleduncan knocked her tooth out.
- Agatha is a tough nut to crack and doesn't respond well to shallow compliments. She would need to be truly impressed by something to forgive Rumpleduncan.
- Should they make amends, Rumpleduncan and Agatha will become fast friends. And the ettin will even donate silver to collaborate with her on a new set of *Magnificent* weapons that they'll offer to the PCs for a steep discount of Copper 🪙 each.

WOGGLE & WOGGLE, ATTORNEYS AT LAW

The oldest legal firm in New Delve City, and responsible for some of the biggest, wildest breakthrough cases to hit the halls of Castle Gargoon. Founded by Velma and Vyran Woggle, the practice has aided thousands of citizens in negotiating disputes. Notably, the Woggles defended the primary suspect in the now infamous Crown Jewels heist and got them off the hook. Ever since, they've been the talk of the town and sought after by anyone in the Underlands who needs legal help or representation.

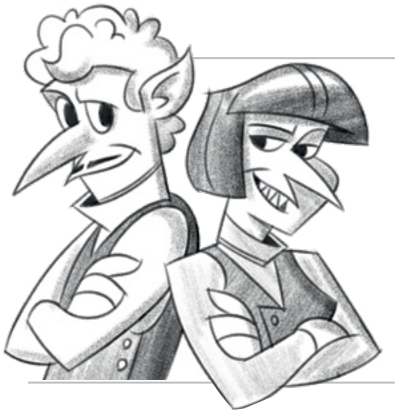
COSTS

Woggle and Woggle charges their clients on a sliding scale (minimum Silver ⛁). It all depends on how high-profile, lucrative, or serious the case is. For a quick way to deal with trials, first make the stakes clear for the PCs. What happens if they win or lose? Then make a Check with the following modifiers:

- Are the PCs guilty? If yes, -1 penalty.
- Are the PCs up against an entity with vast resources? If yes, -1 penalty. Do the PCs have evidence against them? If yes, -1 penalty.
- Do the PCs have a lawyer? If yes, +1 bonus. If no, roll with Disadvantage.
- Is there a Rascal in the party? If yes, +1 bonus.
- Do the PCs have evidence in their favor? If yes, +1 bonus.

RUMORS

- Get expert legal support at a price you can afford with Woggle & Woggle!
- Woggle and Woggle are seeking outside consultation for a troublesome case.
- Braag Gargoon is quite the little troublemaker, but you didn't hear that from us.
- The OCG is having a heck of a time solving the murders on Swagoo Street.



VELMA AND VYRAN WOGGLE

Accomplished lawyers with a flare for dramatic courtroom displays, this brother and sister combo are both famous and hard to hire. Taking only the most high-profile cases, the Woggles represent the royal family of Gargoon as well as many of the top leaders of the big dungeoneering outfits throughout the Land of Eem.

- **Traits:**Theatrical antics, legal wizards, blink and steeple their hands when they speak.
- **Motivation:**

QUESTS

THE CONFESSION

Woggle and Woggle are in trouble with the law and need discrete help. Once the PCs sign an ironclad non-disclosure agreement, they will admit behind closed doors that their biggest case ever is about to re-ignite and become a media circus. The suspect in the Crown Jewels Heist five years ago, a goblin thief called Sly who was declared innocent, now wishes to confess to the crime. Woggle and Woggle are mortified and fear that their reputations will be destroyed if Sly comes forward and confesses. Stop Sly from making the biggest mistake of his life!

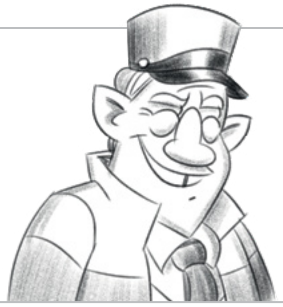
- Sly claims he can't deal with the guilt and is ready to turn himself in to be thrown into Castle Gargoon's dungeon.
    - Sly is indeed guilty and got away with the crime, but his plan is to be jailed just so he can escape and rob the Gargoons again. He intends to steal a treasure trove rumored to be hidden beneath the Gargoon Dungeon, in an old dragon's den.
        - The Gargoon Dungeon is a Level 8 **RANDOM DUNGEON**.
    - Sly either tries to appeal to the PCs' sense of justice to allow him to "pay for his crimes," or he'll let them in on his little secret if he gets the sense that they'd help him pull it off.
- Later, if the PCs learn of Sly's second heist (or if they participated in it), they also get word that Woggle and Woggle have been arrested and disbarred. The Gargoons just don't want to deal with the lawyers anymore and think they should be punished. Woggle and Woggle plead with the PCs to catch Sly and bring the truth of the whole affair before the court.

HOBNOB STATION

The largest and busiest tram station in New Delve City. Like its name suggests, folks hobnob on the platforms in droves. Busking mimes, prop comics, and tuba players are common sights as folks scramble to and fro, entering and exiting the trams.

RUMORS

- Thieves are stealing city cargo from the sputter-trams, and Station Agent Porgie is at a loss.
- The gutter faerie infestation has gotten out of hand, and it all started at Hobnob Station.



STATION AGENT URNIST PORGIE A smiling, gap-toothed, old boggart with a friendly demeanor, Station Agent Porgie knows the best spots to eat and shop, as well as where all the loot boxes are hidden throughout New Delve City. Just ask him!

- **Traits:** Gregarious, opinionated, trades jokes for rumors.
- **Motivation:** Make friends with everyone and make sure they're having a great time in New Delve City.

QUESTS

HOOK, LINE, AND STINKER

Station Agent Porgie needs help repairing the Hobnob Station's crane hook. Normally the repairs would be simple, but the parts that were due to be delivered last week have been stolen—the cargo tram that was transporting the goods has a big hole in the back where the thief busted it open. Without the hook, loading the cargo trams with goods takes much longer, creating substantial delays and congestion at the busiest station in the city. Help Porgie locate the missing parts to get the hook working again, and he'll give you free tram passes.

- The parts were never stolen. In fact, they were ingested by a **CAVE OYSTER** (L3-B) that has now attached itself to the bottom of one of the tram cars.
- Searching the area for clues reveals a fishy (literally) smell on the tracks. The smell gets more pungent when the noon line to Rag Bottom rolls through.
- There are Court Jester **GANGSTERS** (6xL5-G) who have hitched a ride aboard the cargo tram to Rag Bottom. If the PCs come aboard, the Court Jesters bully and provoke—and even try to rob—them. It seems like they must be the thieves, but, of course, they're not.
- Searching the tram cars reveals a hole in the floor of the last car, surrounded by metal filings and wood splinters. One of the cave oyster's eyes peers through the hole quizzically. The critter is sick from eating random parts, and it could use some help both with settling its stomach and with relocation.

GUTTER FAERIE INVASION

Oh boy, the rumors are true. Gutter faeries, or **PALE FOLK**, have infested the sputter-tram lines and are beginning to turn customers away from the Great Hob. Apparently the devious little creatures are upturning garbage cans, harassing folk on the street, and even starting to chew up the merchandise of merchants. The Sputter-Tram Authority is prepared to pay 2 pouches of Gold 🪙 to anyone who can solve this problem.

- The horde of **PALE FOLK** (L3-G) are scouring the city for the stolen nose ring of their best pal, a **GARGANTUA** (L9-C) called Torly.
- Stagwood Creecher at the Surly Swig (p45) is the thief that took it, despite telling everyone a tall tale about how it belonged to some minotaur tyrant from Shrym. The thing is, Stagwood didn't exactly steal the nose ring, he just found it in a cave after the garganuta accidentally sneezed it out. The pale folk, who until recently lived in Torly's mouth, have been hunting for it ever since, because it was their friend's favorite belonging.
- The pale folk are making a mess of the Great Hob. There is trash everywhere, which is luring a horde of dangerous **KILORATS** (L2-B) from Rag Bottom.
- The pale folk are also sneaking into the Surly Swig and slowly dismantling it by boring holes in the walls, unhooking rascal cider taps, stealing artwork from the walls, and even pulling doors off of the hinges.
- Stagwood has no idea that they're after the nose ring, which he now wears as a belt, and seems oblivious to the danger he's in.
- Discovering the truth about Stagwood's nose ring is tough. He won't admit that he has it, and if forced or pressured to, he flees to the streets, where both pale folk and kilorats will emerge and give chase.

HIGH ROCK

Massive pillars of stone reaching from the cavern floor high into the ceiling above give High Rock its name. High Rock is the center of goblin power in the Land of Eem, from which the royal family of Gargoon have ruled since the dawn of the Dungeon Era. The district is many stories high, and each pillar is connected by multiple stone bridges that criss-cross, linking the streets. The City Guard Station is at the bottom of High Rock, and Castle Gargoon, the sprawling compound of the royal family, is at the very top.

SIGHTS AND SOUNDS

1. Goblins in fancy dress and adorned with powdered wigs twirl in the street showing off the newest fashions.
2. Monks of the Boggernackle mutter hymns to themselves as they piously shuffle down the promenade.
3. OCG guards polish their halberds with oily rags, squinting at you as you pass.
4. A noble goblin lady steps out of a carriage onto green carpet being unfurled by boggle attendants in tiny suits.
5. Goblin teens show off the height of fashion, donning hot pink chainmail and gemstone platform shoes.
6. A herald blows onto a trumpet, proclaiming: “Hear ye, Hear ye! By his Majesty’s royal decree, taxes are due!”

CITY GUARD STATION

A tall fortress of stone carved into the base of High Rock, the city guard station is at the end of the sputter-tram line. All admittance to High Rock is closely monitored by the Office of the City Guard, or OCG, which is located adjacent to the sputter station stop. This is the city’s most secure area, as it guards the entrance to the wealthiest quarter of New Delve City.

RUMORS

- There’s a murderer on the loose on Swagoo Street targeting folks who aren’t fashionable.
- The OCG has their hands full with the Court Jester Gang and all other concerns are slipping through the cracks.
- A new organized crime ring called the Black Nail Clan is emerging in High Rock, extorting the rich with blackmail.

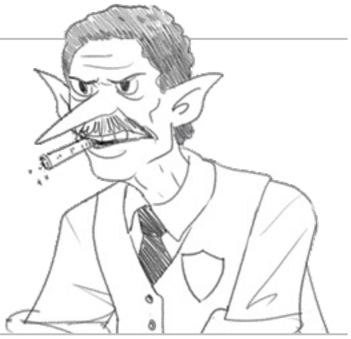
OUTBOUND RUMORS

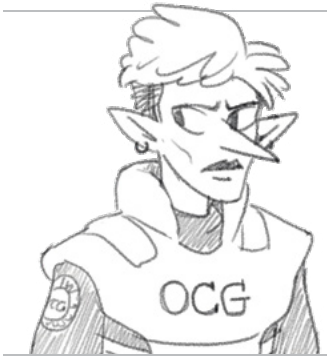
- The River Watch, from the Mucklands realm, is trying to butt in on policing the Under River.
- Silverspan is full of thieves, and the OCG can’t afford to guard the mines with tons of officers.

HIGH OFFICER KORMAC LURENZO

Leader of the OCG, the old goblin has served the city guard for fifty-eight years and is responsible for the city’s security as well as the operational and diplomatic ties between New Delve City and the Copperhat organization in the Mucklands. Born to noble goblin parents, Kormac is a close personal friend of the Gargoon family.

- **Traits:** Loyal to the Gargoons, inflexible, booming voice.
- **Motivation:** Maintain the prosperity and peace enjoyed by New Delve City, despite troubling times and emerging threats.





CAPTAIN HELSA TROODAN

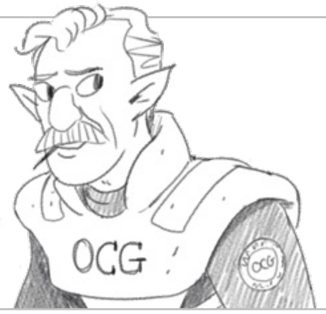
A respected goblin officer of the law, Captain Troodan is next in line to be High Officer of the City Guard and everyone is excited for it. Troodan is dedicated to the preservation of New Delve City traditions, while happy to try new tactics and refresh the office's public persona.

- **Traits:** Fake friendly, knowledgeable of the law, criminal mastermind.
- **Motivation:** Expand her secret criminal empire, the Black Nail Clan.

DETECTIVE LEELOCK STUDDLEBLARNY

The bushy-mustachioed boggart is the OCG officer responsible for investigating the highest profile cases in New Delve City. Studdleblarny moved to New Delve City from Bogtown, transferring from the Copperhats to avoid the rampant corruption within its ranks.

- **Traits:** Attention to detail, dislikes rascals, twirls his impressive mustache.
- **Motivation:** Find and capture the new serial killer on Swagoo Street.



QUESTS

THE SWAGOO STREET STITCHER

A string of murders has rocked Swagoo Street in recent months. And now the body of a goblin peasant was found just the other night. Detective Studdleblarney is on the case, but with the OCG busy with the Court Jesters gang and the mysterious Black Nail Clan, he has been given the authority to deputize adventurers to help him collect clues. The reward is justice.

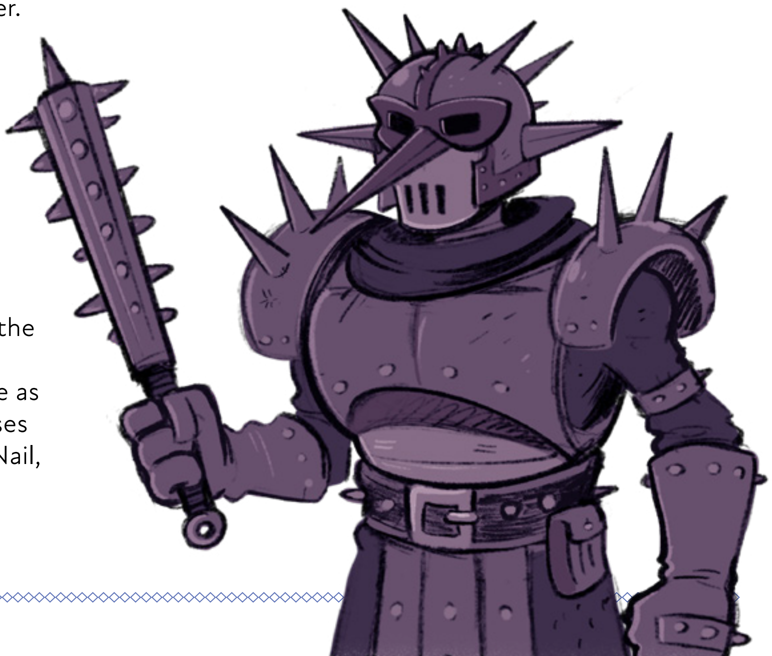
- The killer is a former high fashion model called Darling Starla (p32), who no longer has the fame of her youth. She takes out her self-loathing on the "unfashionable underbelly" of Swagoo Street.
- The victim is Guz Duzwald, an old beggar. He was a friendly enough fellow who begged for coins on Swagoo Street and always wore sandwich boards that read, "High class and sassy."
- Duzwald was strangled with an expensive striped tie. The only other evidence is a tooth that was found next to the body, but it didn't belong to Guz because he wore dentures.
- The tie used in the murder is from the newest Krog Collection (Krog & Sons Inc. fashion line for tycoons). Only one store sells them, Big and Krog Tycoon Wear, but they report none have been stolen. They won't provide a list of clientele, but the list can be stolen from behind the counter. There are just 3 names: Braag Gargoon, Meelosh Warshim, and Nadria Nahoo.
    - Braag Gargoon (p34), second in line to the throne of New Delve City, is innocent of any wrongdoing and made his purchase to freshen up his wardrobe. The night of the murder he attended a fundraiser event for Dread Station. His sister can confirm this is true, despite Braag stepping away from the event for only a few minutes to meet some people outside.
    - Meelosh Warshim (p30) is also innocent, but he is distastefully eager to discuss the case, as he finds the entire thing to be droll. "To think of someone loving fashion so much they'd kill to keep the tacky off the streets!" Meelosh was closest to the murder scene that night, and met some friends for cocktails: Tiny Diva and Darling Starla.
    - Fashion critic Nadria Nahoo (p30) is innocent, though she coldly complains about peasants and beggars muddying up Swagoo Street. She believes that the OCG are allowing riff raff to take over the city! She was home hosting a party with fifteen witnesses on the night of the murder.
- Tiny Diva is a boggle fashion model with a famous grin. And Darling Starla is somewhat of a laughingstock now, a has-been whose star has faded. They can both be found hanging out at Club Highlife (p32).
- Tiny Diva is shocked by the murder and scared that things in New Delve City are getting worse, while Darling Starla isn't very emotive. Diva confirms the alibi for Meelosh, and speaks for Darling Starla, saying that she was with both of them...but she absentmindedly reveals that Starla went to freshen up before the dancing started.
- Darling Starla sticks to her story that she was freshening up, but the more she is questioned, the more agitated she gets. A Perception Check might identify her missing canine tooth. If the PCs press

her on fashion topics, especially unfashionable attire, or are too empathetic to the victim, Starla slips up and reveals her utter disdain for Guz Duzwald's horrible, pathetic fashion. Then she tries to escape.
  - Darling Starla believes beggars, paupers and peasants have no sense of style—that no one has style anymore—which is why she has been cast out of fashionable society and her contributions to the art of clothes and style have been forgotten. Starla would kill again and plans to!
- Darling Starla (as **WARRIOR** L5-G) attempts to escape through the City Guard Station and vanish into the Underlands. If she is not caught, she will change her identity and return to kill Nadria Nahoo. If she is stopped, she will not go quietly, but will ultimately submit and be taken away by Detective Studdleblarney.
- **HEROIC TITLE ACHIEVEMENT**: Help solve the murder case and put Darling Starla away.
  - ***Private Detective*** ♕. Each session, the PC can ask the GM for a clue regarding a mystery.

THE BLACK NAIL CLAN

Until recently, the Black Nail Clan has existed only as hearsay and rumor. But High Officer Kormac Lurenzo is concerned that what started out as a group of petty street thieves has evolved into a full fledged criminal empire. Lurenzo believes that if the clan's leader can be identified and arrested, the rest of the organization will crumble. But he needs help investigating, not to mention some strong adventurers who can protect themselves. Lurenzo has it on good authority that the Black Nail Clan is out to silence a hapless mail carrier named Pak Makawaka. But Pak is nowhere to be found in the city. So find him!

- The Black Nail Clan is commanded in secret by Captain Troodan, known only as The Black Nail. Troodan is a decorated guard who found it easy to break the law while acting the part of an exemplary officer. No one in a million years would suspect her.
  - Her organization grew when Troodan started using her influence to coerce criminals throughout the city, collecting tithes from smaller gangs and eliminating others that didn't pay up.
  - Troodan is protected by a loyal bodyguard of Black Nails called the Oppressors who also squeeze local gangs.
  - Recently, Troodan has been recruiting disenfranchised Tricky Toe Gang members in the Mucklands by way of corrupt Copperhats.
- Pak Makawaka is in hiding, living in Port Lagoonie as a clown who makes balloon animals. But he refuses to cooperate with the PCs for fear of the Black Nail, unless offered some kind of protection.
  - Pak accidentally read some letters that he wasn't supposed to. Messages from the Black Nail addressed to Copperhats in Bogtown, talking about working out some sort of deal. He reported it to the OCG, but somehow the Black Nail Clan found out and tried to kill him.
- Black Nail **GANGSTERS** (6xL5-G) attack Pak soon after the PCs mine him for information.
- Back in New Delve City, a group of Copperhats are visiting the City Guard Station for a training mission in cooperation with the OCG. The Copperhats are purportedly providing new tactics for gang intervention and will be here all week.
  - In actuality, the Copperhats are here at Troodan's request to infiltrate and corrupt members of the OCG.
- If the PCs snoop around the station, they notice heavy security and clandestine meetings going on between a high-ranking Copperhat named Colonel Sark and Captain Troodan. Troodan will take note of the PCs and have her Oppressor **MERCENARIES** (6xL5-G, 2xL5-B) attack them once they leave.
- If the PCs investigate Troodan's office, they discover more messages to the Copperhats from the Black Nail in her handwriting. Clearly, Captain Troodan has a secret identity.
- Captain Troodan (**WARRIOR** L7-C) will fight hard to protect herself, and alert her goons throughout the city. But if she's revealed and defeated, the Black Nail Clan will collapse completely.
- If the PCs take down the Black Nail Clan, they are awarded medals by the Office of the City Guard, to be given by Princess Gargoon herself!
- **HEROIC TITLE ACHIEVEMENT**: Reveal Captain Troodan as the Black Nail and disband the gang.
  - ***New Delve City Honor Guard*** ♕. PC is an honorary member of the City Guard and is treated with respect by both common folk and nobles alike in the Under Mucklands and Bogtown.



THE BOGGERNACKLE

The Boggernackle is the sacred steeple of the Unificators, a sect of boggarts and goblins who celebrate their shared kinship and history as a people once connected before the great migration from the Bogswain to the Underlands. The Unificators keep their history in great volumes, participate in chants, and spend their time reminding the folk of the Underlands that boggarts and goblins were once one people who came from the world above. Notably, the Boggernackle is surrounded by a breathtaking crystal courtyard where famous boggarts and goblins have their likenesses carved into precious gems that stand over infinity pools, casting their reflections as the chants of monks harmonize in procession up and down the square. Huge stained glass windows depicting scenes of the Bogswain, the Mucklands ancient precursor, cast colorful light over the entire serene grounds.

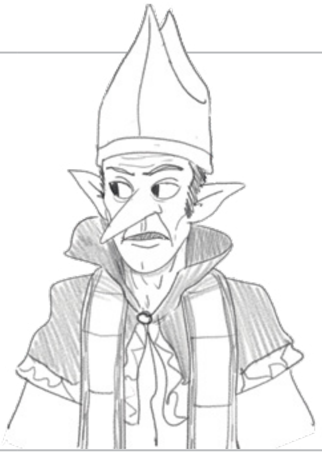
RUMORS

- ✦ Abbot Delo has been acting strange lately, but everyone at the Boggernackle is too afraid to stand up to him.
- ✦ The Boggernackle is closed to pilgrims, and no one knows why.
- ✦ A priceless relic has been stolen from the Boggernackle.

OUTBOUND RUMORS

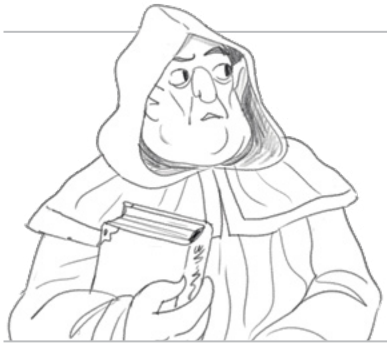
- ✦ A *Relic* called the *Heart of the Underlands* has been lost to time, but the Unificators would pay a fortune to keep it safe if it were ever found.
- ✦ Bogtown in the Mucklands realm is overrun with gangsters and thieves. A great shame!

ABBOT KOZINTINE DELO



The venerable leader of the Boggernackle Unificators, Abbot Delo is both a historian and spiritual leader who celebrates the special bond between goblins and boggarts. Abbot Delo is secretly possessed by an evil force called **THE NEVERWAS**, the magical remnant of the recently destroyed Wishing Stone (p299). The Neverwas has corrupted Abbot Delo's great wish to unite goblins and boggarts, driving the Abbot to hatch a nefarious plot to flood New Delve City with bogwater from the Mucklands above.

- ✦ **Traits:** Set in his ways, hellbent, believes the ends justify the means.
- ✦ **Motivation:** Unify goblins and boggarts in death.

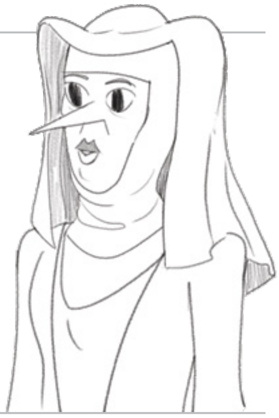


PRIOR SHARLOON

The right hand of Abbot Delo, Prior Sharloon is loyal to a fault but only if it serves his desire to one day be Abbot. The prior is a staunch traditionalist and represents the Abbot in the Boggernackle's dealings with the royal family in Castle Gargoon, as well as with foreign dignitaries like Felmog Outriders and other Overlanders.

- ✦ **Traits:** Fussy, sycophantic, dismissive of others.
- ✦ **Motivation:** Advance to the level of Abbot by being the perfect prior.

SISTER FRONDCHESSCA



The oldest member of the Unificator order, Sister Frondchessca is a close confidant of Abbot Delo and is respected by all of the brothers and sisters of the Boggernackle as if she were the serving prior. Unlike other Unificators, Sister Frondchessca doesn't believe that goblin culture and boggart culture should be melded into one, but instead believes they should live in diverse harmony, celebrating each other's unique achievements and customs.

- ✦ **Traits:** Wise, progressive, upper class accent.
- ✦ **Motivation:** Uplift and celebrate both goblin and boggart cultures.

QUESTS

WHO NOSE WHO?

A priceless relic has been stolen and Abbot Delo must find it! After all, pilgrims from the Mucklands make perilous journeys to the Boggernackle just to lay their eyes upon the holy piece of history. The relic is a bit macabre—an ornate jar called the Face of the Ancestor which contains a long, pointy nose preserved in formaldehyde. Though technically it is a boggart's nose, it is believed to be from the first boggart to display the physical trait of a pointy goblin nose. No one knows the person's name, but they are believed to have been the first physical goblin in history. The Abbot is willing to part with five pouches of Gold ⛁ to anyone who can bring it back.

- The relic was stolen by **MOPPET SPIDERS** (12xL4-G) controlled by Dr. Fowlar (see quest **The Great Moppet Caper**, p42). He is targeting the Boggernackle because he knows it to be flush with riches that he can sell on the dweorg black market.
- Prior Sharloon is responsible for the nose's security, but after drinking far too much rascal cider, he fell asleep at his post and now bears the burden of guilt for its disappearance. He remembers nothing from the night, only knowing that rascal cider never puts him to sleep! Sister Frondchessca prepares the cider for him every night.
- Sister Frondchessca says there was nothing out of the ordinary with the cider. But if prodded, she recalls that she heard scrambling along the outside wall. When she checked it out, there was nothing there. She only stepped out of the room briefly, so she can't believe someone would have slipped something into the rascal cider.
- A Search Check at the scene of the crime reveals some cobwebs. Wilderness Check: identify them as moppet spider gossamer; moppet spiders are common to the Underlands, and their silk is even harvested at The Gossamer Mill (p41).
- Investigating the Gossamer Mill may reveal the fishy activity of Dr. Fowlar, the thief behind the heist.

THE GROUNDBREAKING

It is the eve of Bogflower, the festival of the Bogswain when folk gather to celebrate the history of goblins and boggarts. For generations the Boggernackle was the center of such festivities, but it has been disappointingly closed off from the public. Instead, all the Unificator sisters and brothers have been ordered to go to the surface, to the Quagmash where a New Boggernackle location is to be built (a project that Abbot Delo has been planning for months). Sister Frondchessca is worried, however. Abbot Delo is nowhere to be found, and the Boggernackle is shut closed like a fortress. She pleads for you to break into the Boggernackle (fully aware that such activity is rascally!) and find the Abbot.

- The Abbot is not himself and the Boggernackle has been transformed into a fortress. In fact, the Abbot is possessed by a mysterious, malevolent being called **THE NEVERWAS**, who has convinced the Abbot that the only way to truly reunite the goblins and boggarts is to flood New Delve City with the bog above. An act that would result in utter destruction.
- Before the PCs break in, Sister Frondchessca sees off Prior Sharloon, who is holding a black shovel. He's heading off to the Quagmash for the groundbreaking ceremony. Sharloon is excited because the Abbot specifically entrusted him with the job.
- Inside, the Boggernackle is entirely empty of monks. Now only a group of **MERCENARIES** (L6-G) roams the halls; if the PCs can't sneak by, they get attacked.
- In his grand chambers, the Abbot is in what looks like a trance. When he speaks, it's with the eerie voice of the Neverwas. If discovered, the Neverwas admits that its only purpose is to make grand wishes come true and that the PCs are too late.
- Abbot Delo, as the Neverwas, attempts to slay the PCs. Before the Neverwas is defeated, it appears briefly as a swirl of black shadow and vanishes through the ceiling.
    - The Abbot comes to his senses, divulging that the Neverwas is a powerful entity. He cannot say what it is, but knows with certainty it came from the Abyss. Desperate for help, he implores the PCs to stop Prior Sharloon at the groundbreaking ceremony for the New Boggernackle. The shovel he carries was created by the Neverwas, and once plunged into the earth, it will set off a powerful quake that will open a crater and flood New Delve City during the height of the Bogflower.
- The Neverwas quickly possesses Prior Sharloon. Unless the PCs dilly dally, Sharloon is only just arriving at the New Boggernackle ceremony. There are hundreds of Unificator Monks, in addition to hundreds more folks celebrating the Bogflower holiday. Prior Sharloon won't stop the ceremony, unless he is forced to. If he's able to strike the ground with the shovel, there's an earthquake, and the ground becomes faulty. If he strikes twice, it's a disaster—as if New Delve City was hit by a major flood and hurricane.
- If they save the day, Abbot Delo grants the PCs access to the Boggernackle treasury, offering each a random *Magic* item.
- **HEROIC TITLE ACHIEVEMENT:** Save New Delve City from being flooded (goblin or boggart PC only).
    - ***The Blessed Unificator*** ♔. Gain +1 to parleying witwh goblins or boggarts.

SWAGOO STREET

The pinnacle of New Delve City high society, Swagoo Street is famed for fashion. Situated on the second level of High Rock, the street is adorned with glimmering silver lamps and streaming silken banners of every color. Textile merchants, dress makers, hatters, and wig-masters line the shining streets, all while the rich and relevant denizens of the city show off their style and live the high life.

The fashion on display is truly wild, nothing like the often drab styles and colors of the surface world. Famous designers push the envelope, and pretty soon anyone hip in New Delve City tries to emulate the hottest trend, especially young goblins.

SPECIALTY STORES

HIGH ROCK PERIWIGS AND POSTICHE

Fashionable wigs, piled high and with pizzazz. No outfit is complete without a complementary hairpiece. Gold 🪙.

AVANT EN GARDE

High fashion for the discerning adventurer. Every *Mundane* item costs a higher Coin denomination, but no longer will you look like disheveled ne'er-do-wells.

WARSHIM

Need we say more? The Warshim brand speaks for itself. Anybody who's anybody buys the latest Warshim offerings. Chic, designer clothing for the truly elite. Ancient 🪙.

SOVEREIGN OF SILK

Truly cutting-edge, wild, and unbelievable clothes fit for a runway model. PCs are **OVERBURDENED** while wearing these clothes, but gain everyone but the Warshim family's respect in New Delve City. Ancient 🪙.

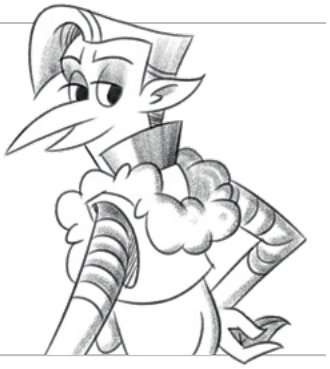
RUMORS

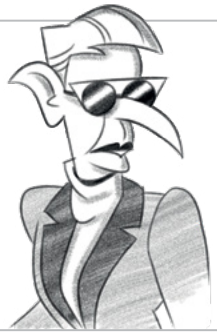
- Beggars are turning up murdered on Swagoo Street.
- Fashion models are quitting Warshim in droves.
- Badamaude, the Sovereign of Silk, has a trove of priceless gems.

MEELOSH WARSHIM

The stupendously wealthy heir to the Warshim luxury fashion fortune, Meelosh is slight of frame but big in personality. Yet, despite the Warshim family having clothed the royal family for generations and founded New Delve Fashion Week, Meelosh spends most of his time dining and living large, avoiding as much work as possible.

- **Traits:** Out of touch, tactless, vocal about fashion and design.
- **Motivation:** Live off his stupendous family fortune and let the Warshim fortune proliferate for generations.





NADRIA NAHOO

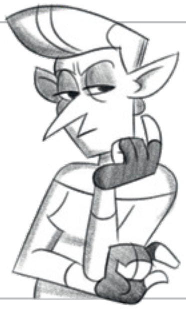
The illustrious and infamous critic of all things fashionable, Nadria Nahoo is both loved and feared by New Delve City's high society. Her reviews appear in the trendy, locally-distributed publication, *The High Rocker.*

- **Traits:** Well-connected, perceptive, disdains tackiness.
- **Motivation:** Discover and experience the **BLEEDING** edge of high fashion, design, and food.

BADAMAUDE

Known ubiquitously as the Sovereign of Silk, Badamaude is a goblin textile merchant turned fashion designer with an eye for dethroning Warshim as the most avant garde, breathtaking, and luxurious fashion house in the Underlands.

- **Traits:** Go-getter, ruthless, refers to everyone as darling.
- **Motivation:**



QUESTS

RUNWAY RUNAWAYS

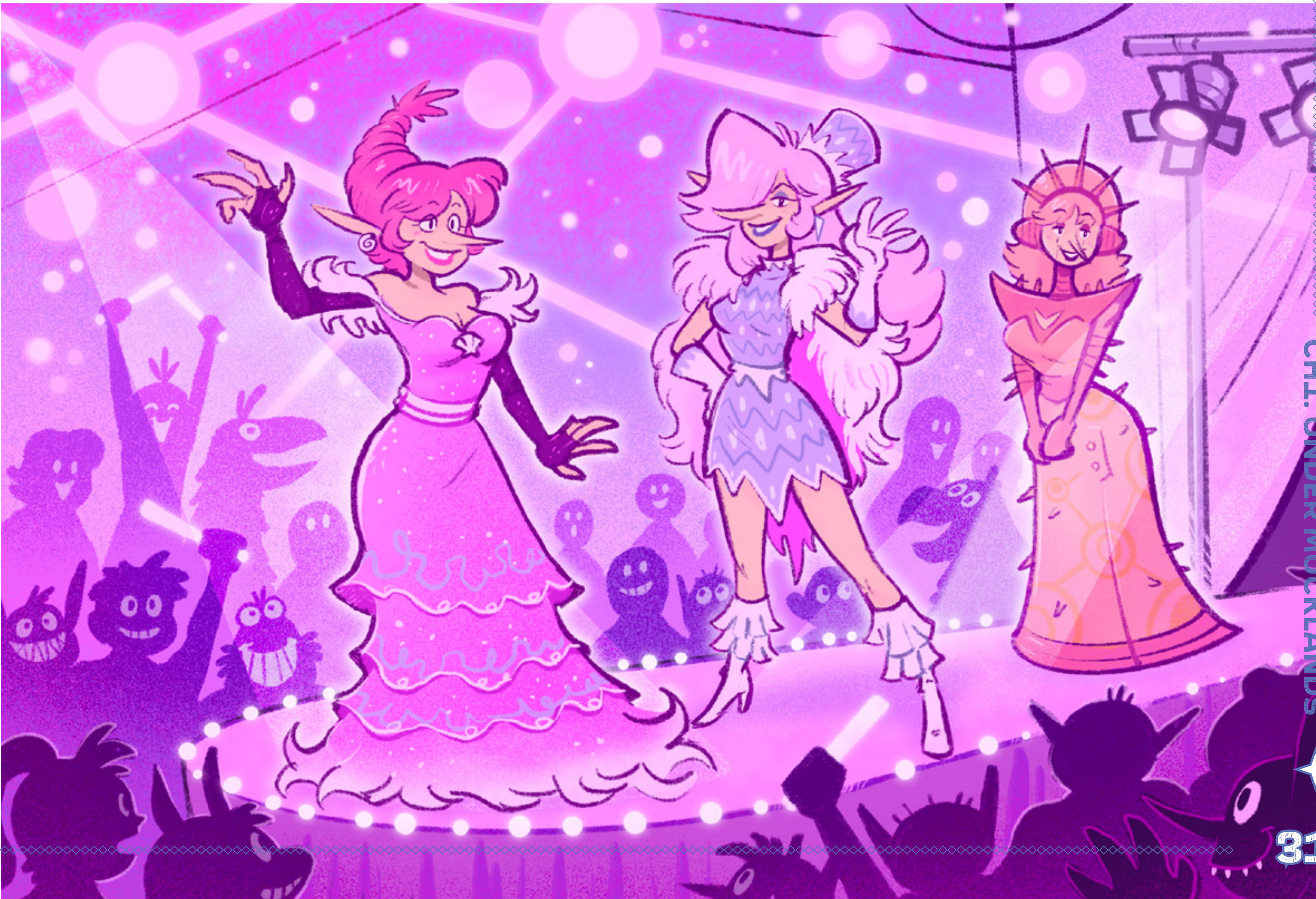
Meelosh Warshim is usually a laid back guy, living in a perpetual party. But after all the models for the big New Delve Fashion Week Runway show unexpectedly quit, Meelosh was left high and dry. Seeing "that special something" in all of you, Meelosh offers a small fortune in Gold ⛁ if you'll don this season's attire and walk the runway for a huge crowd of High Rock's elite.

- The original runway models all quit due to getting offers from Badamaude, the up and coming silk merchant that is building her own fashion brand to rival Warshim. Badamaude is holding a rival runway show at the same time and Meelosh implores the PCs to ensure his crowd is bigger.
- Badamaude also sabotages Meelosh in a number of ways, including ruining his season's outfits so that the PCs must create a new fashion line to model.
- The PCs must don spectacular outfits and work the crowd in the most creative ways they can. The most important person to impress is the critic Nadria Nahoo.
- Should the PCs succeed, Meelosh awards them each a pouch of Gold ⛁ and offers to tailor *Magnificent* outfits as gifts. These Warshim Originals grant +1 Charm in situations with the rich and powerful.

LOCAL GEMS

Badamaude, the Sovereign of Silk, is creating a new line of gigantic hats to turn heads and win hearts on Swagoo Street. However, her designs require a shipment of rare and valuable gems from the dweorg outpost of Zrr'gh'grg. These gems are apparently like no others, and she is concerned about seeing them delivered safely. Travel to Zrr'gh'grg (p68) and secure the gems from a vendor called Urgwi.

- Meelosh Warshim sends a courier to try to outrun the PCs to Zrr'gh'grg and pick up the gems from Urgwi. The courier moves at a pace of 2 Hexes per day.
- Additionally, a band of **DWEORG** (5xL4-G, 1xL6-B) marauders follow the PCs (or Meelosh's courier) out of Zrr'gh'grg to ambush them after they witness the transaction with Urgwi.
- If the PCs return to Badamaude with the gems she rewards them with gaudy *Magnificent* hats that grant +1 Intimidate in situations with commoners and peasants.



CLUB HIGHLIFE

If you're not seen at Club Highlife, you're not in the scene. This is the place to be for the social elite in New Delve City. Getting in requires high fashion clothing (preferably purchased on Swagoo Street). A central dance floor surrounded by intimate booths is inside, with VIP suites in the back.

MENU

Costs Gold 🪙.
Gargoon Vintage Wine. Gain +1 Charm for a day
Underlands Troll Whiskey. Gain +5 Temporary Courage
Greyglitter Glog. Gain +1 Trickery for a day
Cave Shrimp Cocktail. Replenish a Quest Point

RUMORS

- If you aren't dressed to the nines, don't even bother showing up to Club Highlife.
- The High Rocker Ball is the most exclusive party of the year, a veritable who's who of New Delve City.
- Darling Starla used to be the most famous woman in New Delve City, and now she's desperate for the limelight once more.

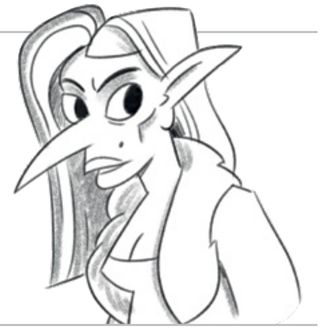
OUTBOUND RUMORS

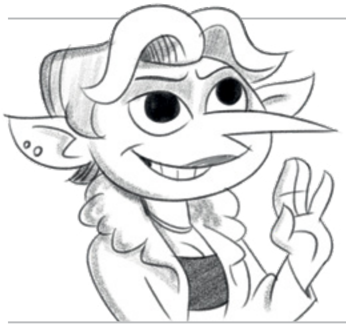
- The loot boxes in New Delve City are there just to scam poor people; you can't actually open anything valuable.
- Reegnus Prag of the Free Delver's Union is trying extremely hard to hobnob with the social elite, and it's rather unbecoming.

DARLING STARLA

Famous in her youth, Starla's star has faded in recent years. Nonetheless, she makes regular appearances at Club Highlife, hoping to garner looks and fame, and perhaps, the interest of Badamaude, the Sovereign of Silk. Her deep dark secret is that she has been on a terrible murder spree, taking out her self-loathing on the unfashionable underbelly of Swagoo Street.

- **Traits:** Insecure, hateful, vapid.
- **Motivation:** Become famous again.





TINY DIVA

A boggle fashion model with a famous grin. All of the designers want her to model their small-frame clothing, which makes her friend Darling Starla insanely jealous. Tiny Diva mostly feels sorry for Starla, who can be a big downer sometimes. Tiny just wants to have fun and live the highlife.

- **Traits:** Fun-loving, bubbly, states the obvious.
- **Motivation:** Age gracefully while living a life of luxury.

QUESTS

THE HIGH ROCKER BALL

If you want to get in good with the who's who of the social elite in New Delve City, just attend the High Rocker Ball—if you can get inside, that is. All entrants must be wearing the cutting edge of fashion, otherwise they'll be bounced and humiliated.

- The High Rocker Ball is indeed a great introduction to everyone important in New Delve City. And this is a GM's opportunity to introduce various quests throughout the settlement.
- However, there are some skeptical folks such as Darling Starla, Nadria Nahoo (p30), Mortimo & Randorf Broom (p18), and Lord Tymids (p34). At least one of them bullies a PC or two for their fashion choices. If anything gets tense, either the NPC's personal bodyguards or the club's bouncers (**GUARDS** L6-G) fight the PCs.
    - Braag Gargoon (p34) eventually steps in and helps out the PCs, vouching for their coolness. He strikes up a friendship, recognizing them as potential meddlers whom he should keep on his good side.

CASTLE GARGOON

At the peak of High Rock lies the ancient and grand Castle Gargoon, with its strong garganite walls and its sprawling towers that overlook the entire city. A spiraling road, impractical to travel on foot, winds up the peak to the castle where a huge gate prevents trespassers. Beyond the gate lies the outer court with its fungal topiary and bubbling lava fountains. The grand foyer with paintings of every Gargoon ever to live leads to the great audience chamber where the king sits upon the throne and tends to daily matters. Except, these days, it is Beatrix, the king's eldest daughter, who runs everything.

FAMILY HISTORY

Long ago, Graag Gargoon, the great guileful Goblin King, famously expanded his empire into the Mucklands in a glorious return to the surface world. But, alas, his extraordinary ambition would eventually be his undoing, because in just a short decade, the folk he tried to swindle...well, they managed to outswindle him. Gargoon's cutthroat tactics and the visionary capitalistic ideals that made him King swept across the Mucklands, unwittingly creating a new wave of rival tycoons, each more savvy than the last. And the Dungeon Era was born. Bankrupt and broken at the hands of his competition, Gargoon returned to the Underlands, having not expanded his empire at all. In fact, there were now more empires to contend with.

So the great Graag Gargoon lived out his last days in Castle Gargoon ruling New Delve City, but he was never the same. And the family name never carried the same power, never held the same influence as it once did.

RUMORS

- King Graam is losing his mental faculties and ordering new, draconic laws into place.
- The Court Jesters have a spy in Castle Gargoon.
- There are many pretenders to the throne, waiting in the wings for the opportune time to reveal themselves.
- Beatrix Gargoon is cursed! Should she become queen, New Delve City will be in peril.

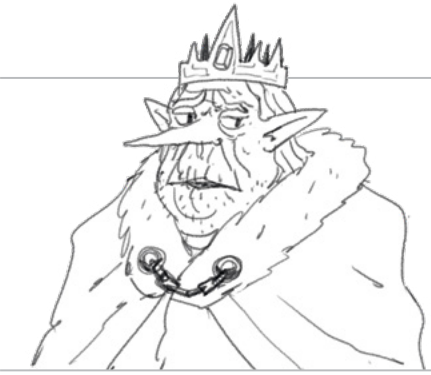
OUTBOUND RUMORS

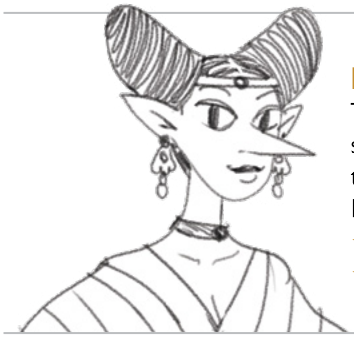
- The Copperdust Mines are up for grabs to enterprising dungeoneers.
- Supposedly, a hidden reliquary was buried by human folk in the Under Mucklands over a thousand years ago.

KING GRAAM GARGOON

The elderly goblin king and master of New Delve City, Graam is the direct descendant of the legendary Graag Gargoon. Ailing and forgetful, Graam has authorized his eldest daughter Beatrix to be named queen, but the transition has been fraught with trouble.

- **Traits:**Forgetful, kind, aloof.
- **Motivation:** See that the next generation of Gargoons inherits a safe and thriving New Delve City, despite the current troubles.

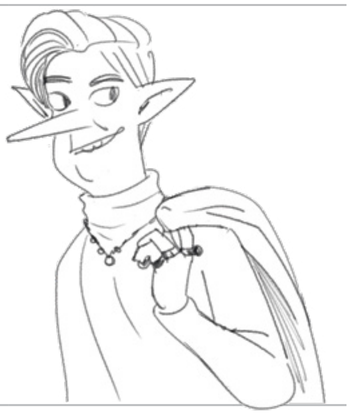




BEATRIX GARGOON

The eldest daughter of Graam Gargoon, Beatrix has been preparing to rule as queen since she was a child. Raised by scholars and philosophers, and trained extensively in the art of hand-to-hand combat, Beatrix is already considered the de facto leader of New Delve City due to her father's deteriorating condition.

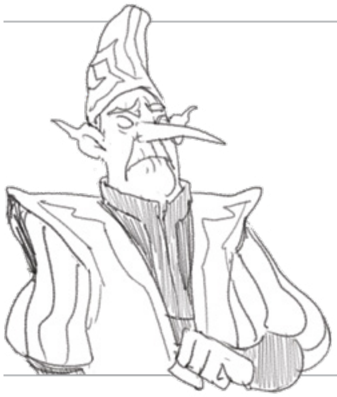
- **Traits:** Wise, skeptical, concerned for New Delve City.
- **Motivation:** Age gracefully while living a life of luxury.



BRAAG GARGOON

The second in line to rule New Delve City, Braag is tall, dapper, and smug. Though popular among his peers, he was never the golden child and has never been taken seriously. He often criticizes Beatrix for the way she handles the city's problems. And while he says he could do better, he instead spends his days partying and attending high society gatherings on Swagoo Street. However, Braag is a two-faced fiend who intends to take over New Delve City, despite his feigned disinterest. He has an alter ego, Giggles the Bent, and is the secret leader of the criminal gang, the Court Jesters (see Gunk Hold Grotto, p46).

- **Traits:** Cruel wit, opulent, craves approval.
- **Motivation:** Take over New Delve City by any means necessary.



LORD TYMIDS, HIGH JUDGE OF THE CHANGE

The elder goblin lawmaker, Lord Tymids has served the house of Gargoon for seventy years. It was no surprise that King Graam appointed Tymids as the High Judge of the Change, a role with the responsibility of seeing the smooth transition of power from Graam to Beatrix.

- **Traits:** Fastidious, lawyer, often misinterprets information
- **Motivation:** See that Beatrix becomes queen and that New Delve City is ushered into a new era of prosperity.

QUESTS

THE CULTURE CLASH

In recent years there has been an influx of various folk from both the surface and the deeper Underlands regions who are now settling in the Under Mucklands and New Delve City—moledwerps, spithra, flitterfolk, centipeople, and even skash, to name a few. The Royal House of Complaint Management has been inundated lately with grievances from all types of folk living in the city, even goblins who aren't used to living in the diverse cities of the surface like Bogtown and such. With the king ailing and Lord Tymids constantly on her case, Beatrix could use some help moderating all these complaints. You have her permission to work with the Royal Municipality who are in charge of presenting the Gargoons with policies to ratify. She'll pay Silver 🪙 for each solved complaint.

- The Royal Municipality is a board headed by Lord Tymids, filled with haughty lawmakers and public officials loyal to the Gargoons. They hem and haw over everything.
- Each of the following folk have a concerned citizens group that submitted the complaint:
  - The moledwerps' complaint: The city lights are too bright and blaze all through the night, which is harmful to sensitive moledwerp eyes. There should be regulations on their brightness and duration.
  - The flitterfolk complaint: The city noise, especially the sputter-tram, is too loud and interferes with the echolocation of flitterfolk.
  - The spithras' complaint: Citizens seem to be mistaking spithras for monsters and treating them like they're the plague.
  - The centipeople complaint: Housing is way too expensive, and the average centiperson can't afford a big enough apartment to fit even two centipeople.
  - The skash complaint: Goblins are very rude to skash, and vice versa—a conflict that dates back a hundred years when the goblins intruded upon the skash's secret ancestral home. There have been many recent public disputes and fights between the two sides.
  - The welkins' complaint: Flying is banned in New Delve City because of a corporate espionage war using Shrym sputter-drones, but sometimes welkins need to stretch their wings.
  - The whalens' complaint: They are calling for more city aqueducts to be built, or at least a public swimming pool.
  - The pale folk complaint: They aren't considered citizens even though a ton of them live in the city.
  - The goblin complaint: There are too many complaints from other folk who just don't understand goblin culture!

THE HEIR TRANSPARENT

Lord Tymids has concerns about the royal family—ever since King Graam appointed his daughter Beatrix to be the new queen, the city has seen a surge in violence and catastrophe, and it's not just those dastardly Court Jesters! In fact—and he dares not utter this in public—he believes something might be terribly wrong with Beatrix Gargoon. Lord Tymids can't be certain, but he wants to keep his hands clean, so he is looking to bring on outside investigators to determine if his worst fears are true: if Beatrix is cursed. Discover the truth, and you'll be handsomely rewarded with Ancient 🪙.

- Beatrix is not cursed. On the contrary, her rule of the city is being sabotaged by her younger brother who secretly desires the throne for himself. In an attempt to dissolve the populace's confidence, Braag Gargoon has founded the Court Jesters and spread rumors that Beatrix is cursed.
- There are several ways to investigate Beatrix: observe her at court, observe her during sword practice, investigate clues in her private chambers, interview servants, interview Braag Gargoon, interview King Graam, etc.
- Observing Beatrix: She is very concerned about New Delve City and the terrible Court Jesters. She also publicly dismisses the curse, but privately seeks out a fortune teller on Swagoo Street to discover the truth.
  - The fortune teller is in league with Braag Gargoon, and if pressed, will admit that they were hired by Court Jesters to mess with Beatrix, that's all. Just a prank!
- Beatrix's Room is protected by a pair of sturdy goblin **GUARDS** (L5-B), but inside, there are documents and reports of Court Jester crimes all over the city, emerging out of Gunk Hold Grotto (p46).
- King Graam: Speaking with him is tough as he is forgetful and has to be reminded who his daughter and son are, a fact that is heartbreaking to the rest of the folk in Castle Gargoon.
- Braag Gargoon: He admits he isn't sure Beatrix is up for the job. He hates to say it, too, because he doesn't want the job either. Perception Check: He isn't being truthful.
- Following Braag around town reveals that he has dealings with the Court Jesters; he travels from tram station to tram station, acting chummy with several of them, until he ultimately tries to elude the PCs. If Braag is followed to Gunk Hold Grotto successfully, he plays it off, claiming that he's trying to get inside information and the PCs are blowing his cover.
- When the PCs are alone again, a boggle by the name of Pee Wee the Scamp approaches them (see quest **The Big Secret**, p47).

PRETENDERS TO THE THRONE

(Sequel quest to **The Heir Transparent**) King Graam Gargoon has died. The Under Mucklands is in a state of shock, and the Royal Gargoons are beside themselves with grief. But to make matters worse, every opportunist from Bogtown to the Abyss is now coming out of the woodwork to claim they are either the rightful king or the perfect match for Beatrix in matrimony. Help Lord Tymids and Beatrix evaluate suitors and discredit pretenders to the throne, and the Gargoons will pay two pouches of Gold 🪙.

- While Beatrix is wary of pretenders who would claim rightful rulership of the throne, she has a blindspot when it comes to attractive suitors. Tymids is extremely skeptical of power-hungry conmen who wish to woo the queen, but Beatrix has her head in the clouds.
- Suitor 1: Billiam Dandeloo, a wealthy Bogtown boggart specializing in importing and exporting. He is boring, stiff, and profoundly unfunny. Passionate about history and the deep ties between boggarts and goblins, Billiam is very friendly with the Unificators who publicly favor him. Billiam imagines a marriage that would usher in a new age of diplomacy between the Mucklands and the Under Mucklands
- Suitor 2. Gannis Warshim, an heir to the Warshim family fortune. Gannis is much more business-minded than his brother Meelosh (p30) and yearns for more power and influence. Charming and handsome, Gannis hides his spiteful nature to get what he wants. But once he gets it, his true, cruel personality is revealed.
- Pretender 1. Prince Frax, a foppish **BEEVIL** who claims his people once ruled the territory where New Delve City now lies. Frax is supported by a surprisingly sizable base of non-goblin residents enticed by the beevil's platform of wealth reform through higher taxes on wealthy corporations and citizens.
- Pretender 2. Gaarzon Gargoon, the brooding, intelligent nephew of Graam. His father Graaz left the Underlands for Felmog after he wasn't chosen by their father to take the throne. In Felmog, Gaarzon grew up in a cutthroat environment of politics and royal houses, which burned a desire for familial retribution into his heart. He wants to take the goblin throne by any means necessary and has already garnered a following of poor and peasant goblins who want to see change.

SALTY TOWN

Built above and within the tunnels and quarries of the original salt mine of the old city, Salty Town is the most populous district in New Delve City. Its buildings are made from the milled trunks of toadstool trees as opposed to the Overlands lumber of the newer districts. Salty Town is a place full of working class folks: miners, merchants, laborers—the real salt of the earth.

SIGHTS AND SOUNDS

1. A road-weary dungeoneer ties off their rootersnoop in front of the Free Delver's Union Headquarters.
2. A dweorg miner spit polishes a hefty green gem with a suspicious eye.
3. Goblin gossamer mill workers pull spiderwebs from each other's clothes.
4. A flitterfolk haggles with a bugbear over the price of a mining cart.
5. A pair of castle guards chew mushroom stalks and spit yellow gobs of phlegm into the street.
6. A group of dungeoneer protesters wave signs that read: "No more Permits for the FDU!"

FREE DELVER'S UNION HEADQUARTERS

The tallest building in Salty Town, the Free Delver's Union (FDU) Headquarters was built by dweorg and goblin stonesmiths centuries ago. The structure is surrounded by a wall of granite boulders and rests on a giant slab of stone that doubles as an oversized foundation and courtyard.

RUMORS

- Explorers without delving permits are being roughed up all over New Delve City
- The Free Delver's Union has closed off Goldglitter Falls due to a perilous threat.
- The former Council Master of the Free Delver's Union, Madria Madwiff, is dead, but rumors claim she was spotted wandering around Coalvein.

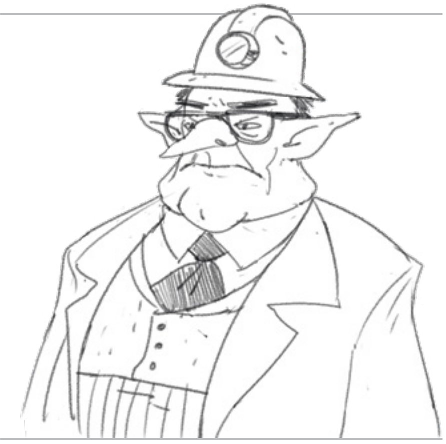
OUTBOUND RUMORS

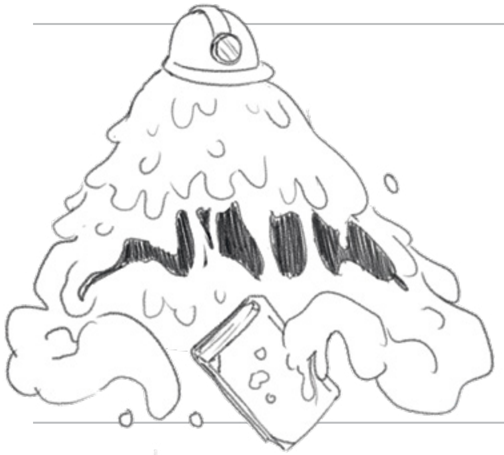
- A new mining company called Hammer and Claw is gaining steam in the Copperdust Mines.
- Nulcrak Mine should be boarded up completely because it holds nothing of value.
- Greyglitter Valley is not only haunted, but it's also overrun with winky spoilers and a gwarglebeast.

COUNCIL MASTER REEGNUS PRAG II

After the disappearance of Council Master Madria Madwiff, Vice Council Master Reegnus Prag II took control of the Free Delver's Union. Prag has many responsibilities, but he primarily represents the governing body of the dungeoneering profession. Dispensing permits and privileges to dungeoneers throughout the Underlands and Mucklands alike, Reegus is always interfacing with the big outfits like Subterranean Pits and Lairs LLC, Unassailable Co., and Krog & Sons, Inc. to ensure that each organization adheres to the rules and pays their union dues.

- **Traits:** Fussy, privileged, always looking for a reward.
- **Motivation:** Avoid responsibility when possible and ensure that the Free Delver's Union continues to thrive with union dues and bribes.





OG'LOG

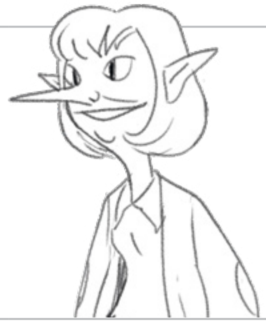
A ten-foot **MUNG** from the depths of the Shimmering Shar, Og'log is the Free Delver Union's librarian and bookkeeper. Og'log is responsible for FDU records as well as approving major dungeoneering requests like strip mining and forest clearing. Og'log has aspirations to retire from bookkeeping to become a dungeoneer explorer and, though fiercely protective of tradition, is frequently at odds with Reegus Prag.

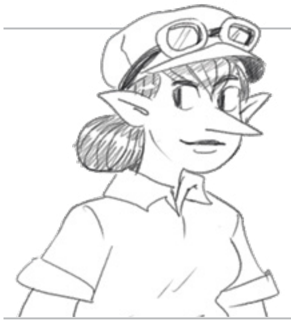
- **Traits:** Sucker for exploration stories, traditionalist, unhappy with their work.
- **Motivation:** An explorer at heart, Og'log is tired of paperwork and would like to embark on their own adventures.

PROFESSOR NAUDIA KROOPLE

A passionate administrator from Dungeoneer Academy, Naudia represents the school as a fundraiser. She's always out and about meeting with donors to invest in Dungeoneer Academy's academic programs.

- **Traits:** Friendly, dedicated, seems to know everyone in New Delve City.
- **Motivation:** Help fund new programs and improve the facilities at Dungeoneer Academy for new generations of dungeoneer explorers.





TORY WILGO

Tory Wilgo is a goblin with a dream. Having graduated from Dungeoneer Academy just five years ago, she already got her name into Dungeoneer Magazine for the discovery of Goldglitter Falls! But since its discovery, she's been banned from returning to the site due to a Free Delver's Union decree that the falls are too dangerous. Tory can be found hanging around outside of the headquarters building.

- **Traits:** Adventurous, skeptical, squints quizzically.
- **Motivation:** Return to Goldglitter Falls to discover the source of its golden water.

QUESTS

DOWN WITH DELVING PERMITS

Protests erupt outside of the Free Delver's Union Headquarters. Dozens of dungeoneers with picket signs are chanting slogans like "Down with delving permits!" and "No to ore! Let's explore!" Professor Naudia Kroople, a studious-looking goblin woman, is joining in the protest when some tough-looking ruffians harass and seize the protestors. The goblin pleads for help as the protestors scatter!

- The ruffians, **MERCENARIES** (3xL3-B), can be convinced or bribed to let Professor Kroople go. Kroople offers the PCs a job since they were so quick on their feet. She is looking for a team to do some detective work to help end all of this conflict.
- People are protesting the FDU because they are stifling the spirit of exploration with bureaucracy. And now these ruffians are scaring off would-be adventurers from embarking on expeditions. Kroople is certain that if she can convince the Council that dungeoneers are getting harassed in the streets, the two sides can come to a compromise.
- Kroople suggests the PCs learn what they can from the protesters. She'll also happily introduce them to Council Master Reegnus Prag, who may be able to provide some help.
- *Speaking to Reegnus Prag:* He explains why so many delving permits are now required. The Underlands are perilous and, lately, more and more untrained dungeoneer wannabes have been getting hurt or worse. After all, not every adventurer out there is a graduate of Dungeoneer Academy.
  - In truth, Prag is rigging the system to line his coffers. The extra bureaucracy and red tape is in place to steal any lucrative discoveries of rule-abiding dungeoneers.
- *Charla*: A wug protester who has been issued two citations this month alone for exploring the Fungal Jungle. Charla is flabbergasted that the FDU would even know that! Is she being watched?
- *Doc*: A boggle protestor purchasing a delving permit illegally from a pair of goblins named Terry and Perry, who eagerly offer to sell forged delving permits to the PCs as well.

- *Merna*: A goblin protester who was beaten up by a pair of ruffians that said "Get out of the discovery business or else!"
- *Gordy*: A moledwerp protestor who thinks the Free Delver's Union is being influenced by the Big Three who just want the resources for themselves. He suggests talking to Tory Wilgo near the FDU Headquarters.
    - Tory Wilgo will say that she believes the real culprit is Council Master Reegnus himself. But her only lead is to investigate Goldglitter Falls (See quest **The Peril of Goldglitter Falls**, p38).
- As they investigate, the PCs are attacked by four **MERCENARIES** (L4-B) who don't know who they're working for, just that they were paid incredibly well!

THE PERIL OF GOLDGLITTER FALLS

Tory Wilgo wants answers. At first, she was celebrated for discovering Goldglitter Falls (p81), a place that was considered little more than legend by both the dweorgs of Zrr'gh'grg and the goblins of New Delve City. But after leading a group of geologists from the Free Delver's Union to the site, she was swiftly banned and told that the falls were far too dangerous to explore. Worse yet, when she appealed the decision with Council Master Reegnus, her dungeoneering license was revoked! Tory Wilgo thinks something fishy is going on and is eager to hire the PCs to sneak into the Free Delver's Union records room and discover what they can find.

- The Free Delver's Union record room is located at the top of the headquarters and is guarded by Og'log the **MUNG** (L7-C). Inside, there are copious files on Goldglitter Falls.
- Goldglitter Falls is, in fact, perilous, but it is also overflowing with gold. Prag intends to mine the site for all its worth and fill his own pockets, as well as the pockets of his allies. The trouble is, the place is guarded by magic and an ornery **GOLEM**, and Prag's agents are still trying to figure out how to take all the gold.
- Prag has revoked everyone's attempts at securing permits to explore the area and even has agents (**GUARDS** L4-G) outside the site in case word gets out.
- There is currently an FDU agent named Wallgrin Wint trapped inside Goldglitter Falls (p82). Wint believes he has essentially been abandoned and will reveal all of Council Master Prag's plans to the PCs if they help him escape the Falls.

THE MISSING MASTER

Og'log, the FDU bookkeeper, is concerned. He's always known that Reegnus Prag was corrupt and greedy, but he can't understand why Reegnus hasn't sent an expedition to investigate the recent rumors that the former Council Master, Madria Madwiff, is still alive. Find Madria Madwiff, if she is alive, and bring her back to the Free Delver's Union.

- Asking around reveals that some moledwerp engineers thought they saw Madria Madwiff. She was spotted wandering around when they were closing up Mukwade's Quarry (Hex 39.3), an area in Coalvein (p86). The moledwerps are currently tilting back a few rascal ciders at the Surly Swig in Rag Bottom.
    - When they tried to approach Madria, she got frightened and ran away. Coalvein is dangerous, and they couldn't chase her through the dark.
- Madria Madwiff was dosed with a memory fog elixir by Reegnus Prag when they were surveying the **MORGLOG** invasion in Coalvein. Madria doesn't know who she is anymore, and was left to perish by the dastardly Prag. But she survived on her wilderness knowledge and innate wits.
- Unfortunately, Madria has been captured by morglogs, imprisoned in the Bone Prison of the Bone Warrens dungeon (p89).

THE RELIC RAIDERS

Naudia Kroople is in need of some seasoned adventurers. A group of renegade dungeoneers, led by an expelled Dungeoneer Academy student, has made waves recently in the dungeoneering world. You might have heard about Lazlar Rake and the Exiles, but this new splinter group calls themselves the Relic Raiders. They've already stolen the claims of several miners and waylaid multiple dungeoneer crews, making off with their loot. In fact, they managed to steal a valuable relic discovered by Subterranean Pits and Lairs dungeoneers—a ceremonial goblin cauldron from centuries ago. If you could retrieve the cauldron and, better yet, run the Relic Raiders out of the Underlands, it would go a long way in strengthening ties between SPL and Dungeoneer Academy.

- The Relic Raiders are led by a yowljack **RIVAL DUNGEONEER** teen named Kodar (L3-C), a former student and Exile. He's gathered a band of like-minded ruffians and washouts to run roughshod over the Underlands.
- They have little hideouts scattered all throughout the Under Mucklands, and one in the Abyss, where they stash loot and carouse. There are hideouts in Hex 15.7, Hex 32.11, Hex 46.8, and Hex 43.28. The relic cauldron is in the Abyss hideout in Hex 43.28.
- Investigating the Relic Raiders isn't too difficult. In any settlement, the PCs can ask around at taverns or speak with shady NPCs; some have worked or partied with the Relic Raiders and know where one of their hideouts is located.
- At any given hideout, roll to determine who's there:
    - 1d6 **RIVAL DUNGEONEERS** (L3-G)
    - 1d6 **MERCENARIES** (L1-B)
    - 1d6 **BANDITS** (L5-G)
    - Kodar: 1-in-4 chance (or 100% chance at the hideout in Hex 43.28)
    - Roll 1d12: 1–5 = Loot Pile, 6–11 = Old Hoard, 12 = Ancient Hoard

BIG VERN'S PICKS AND PACKS

The best dungeoneering store in the Underlands, Big Vern is a legend among legends. You may not find his name printed on the cover of Dungeoneer Magazine with the likes of the incredible Shane Shandar, but you will hear it uttered around a thousand adventurers' campfires throughout the Underlands. And as for his shop? Well, it is the best—it features the finest delving gear and freeze-dried mushroom sticks this side of the Shimmering Shar.

ITEMS

- In addition to everything you would find in a large Settlement, Big Vern's sells all *Mundane* tools, weapons, and light armor for Copper 🪙.
- Big Vern's Stocky Stick: Snap into an earthy, tangy, crunchy, freeze-dried mushroom stick that staves off hunger. Quality Ration. Copper 🪙.

RUMORS

- Hooded travelers have been asking questions and poking around Picks and Packs.
- Explorers are going missing along the Abyssal Falls of the Underdeep.
- A fire-breathing monster is said to be terrorizing the road leading into Salty Town.

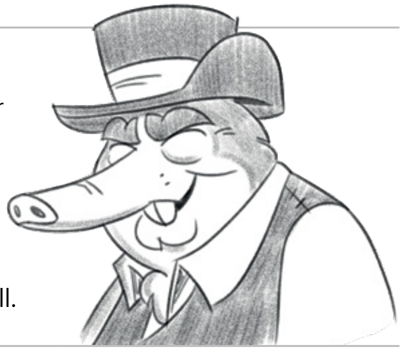
OUTBOUND RUMORS

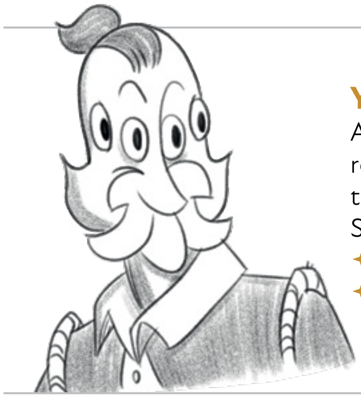
- The Big Three are thinking about mining the Iron Table in the Abyss, despite the great danger.
- Tell Bartley's Barter Post that Big Vern sent you, and he'll give you a discount at his barter post.
- The Free Delver's Union is up to something fishy, and every dungeoneer knows it but is too afraid to say anything.

BIG VERN VERNY

The famed moledwerp owner of Picks & Packs, Big Vern is a grizzled, old adventurer known far and wide as an early pioneer in the field of professional dungeoneering. His adventures are renowned, so much so that an upstart spithra playwright named Yamanop is currently penning Big Vern's story in a new series of dime novels called *The Wily Adventures of Big Vern Verny*.

- **Traits:** Loves everyone, larger than life, seen it all and it's all true.
- **Motivation:** See folks get what they need and come back safe with a story to tell.





YAMANOP

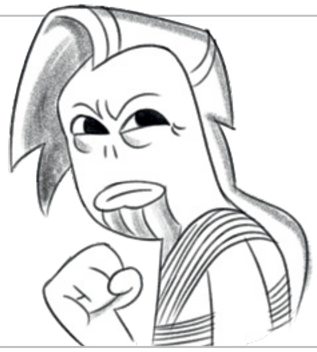
A **SPITHRA** playwright who hails from the distant realm of Shrym, Yamanop is eager to record all of Big Vern's stories and spends much of his time in the shop listening and taking notes. Yamanop first heard of Big Vern when interviewing the famous Shane Shandar at a Dungeoneer Magazine press junket.

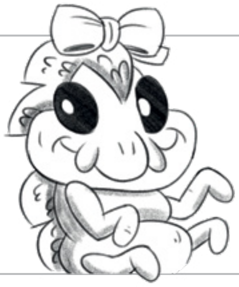
- **Traits:** Polite, academic, not accustomed to roughing it.
- **Motivation:** Capture the unsung tales of Big Vern Verny before the moledwerp is too old to tell them.

HARLA WAYFLOUNDER

A one-legged finfolk sailor from the Scalawag Strand in the Mucklands, Harla is on her way to the Underdeep in search of **abyssium**.

- **Traits:** Hard as nails, whistles when she talks, doesn't like jokes.
- **Motivation:** Harla may outwardly say she's looking for **abyssium**, but in reality she's after the Underdeep monster that took her foot.





DOLLY THE DRACOPILLAR

A baby **DRACOPILLAR**, Dolly was discovered injured in a cave on the outskirts of the city some years ago by Big Vern. After being nursed back to health, the critter's been a staple of the Pick & Pack.

- **Traits:** Protective, likes belly rubs, burps fire.
- **Motivation:** Sleep at Big Vern's feet and eat coals out of the stove.

QUESTS

THE GRIM

Harla Wayflounder is looking for a crew to make a fortune mining for abyssium from a sunken vault somewhere in the Underdeep (p314). Harla is offering a pouch of Gold 🪙 to each new member of her crew once they reach the Underdeep.

- Harla is not a deep sea miner, instead she is after a legendary **LEVIATHAN** (L10-C) she calls Grim. This beast is responsible for devouring her missing foot and she is not only out for revenge, but looking to uncover a missing treasure ship that the beast was said to have swallowed a hundred years ago.
- Harla lies to the PCs on the trip to the Underdeep about her real intentions, only revealing the truth when she unloads a huge storage tank of putrid kraken bait. Then she asks for help drugging the bait with a gnome elixir that will make her sworn enemy, Grim the leviathan, regurgitate its stomach contents.
- On a 12+ Exploration Check in a Hex, Grim is drawn to the bait.
- If the barrel is successfully launched into the leviathan's cavernous mouth, it vomits a vortex of flotsam and jetsam for several minutes. Finally, the treasure ship spirals out, and it is still home to a crew of **SELKIE** sailors as well as a Mythic Hoard.

THE STORY THIEF

Yamanop needs help. A fraud calling himself Big Dan Dee has stolen Yamanop's manuscript for the Wily Adventures of Big Vern Verny and claimed the stories as his own. Big Vern's stories are worth a fortune, but more importantly, they're an important part of the astounding and true history of dungeoneering in the Underlands! Now Big Dan Dee is claiming all those stories are about him and exploiting them for a huge profit. Help prove that Big Vern is the real deal and that Big Dan Dee is a fraud.

- Big Dan Dee hired some hooded rascals to steal the manuscript from Yamanop. Then Big Dan edited out Big Vern and put himself in his place. Big Dan is now living the good life in High Rock, enjoying parties and getting lucrative advertising deals from big dungeoneering outfits.
- Big Vern, on the other hand, doesn't seem to care. As a purist and an explorer, all he seems to care about are his own experiences and sharing them with patrons at his shop. Big Vern will, however, start to get a little hurt when patrons start calling him a liar, thinking he's just copying Big Dan.
- Big Dan has hired a group of hooded **THIEVES** (4xL3-G, 1xL5-B) to make sure Yamanop is unsuccessful. They attempt to sabotage the young playwright and will even attack if he or the PCs try to go to High Rock.
- Big Dan has the original manuscript in his private chambers, but it is heavily guarded by OCG **GUARDS** (2xL2-B) and his own personal **MERCENARIES** (6xL6-G).

Big Dan is attending a party at Club Highlife with the royal family and other ranking officials in New Delve City in three days (see quest **The High Rocker Ball**, p32). If the PCs can find a way into the party, which is invite-only, they may be able to confront him personally.

WHO DRAGGED IN A DRAGON?

Big Vern Verny isn't the kind of guy that gets scared or shook, but there's been a rumor about a fire breathing monster on the outskirts of Salty Town, and he's pretty certain he knows the culprit. See, back in his younger days he may or may not have stolen a priceless relic from a **DRAGON** known as Yowlrang the Jealous. And she's a mean dragon who never forgets and never forgives. Big Vern isn't asking for someone to slay her though—he doesn't believe in that sort of thing. Instead, he wants to parley. And y'all seem to have the gift of gab. Big Vern is actually wearing the relic around his neck, a gold amulet called Amar's Halo, which gives its wearer immunity to fire. Return the amulet to Yowlrang the Jealous, and Big Vern will part with a *Magic* item!

- The fire breathing monster is NOT a dragon at all, it's the worried and angry **DRACOPILLAR** (L7-B) mother of Dolly searching for her lost child. The dracopillar is extremely hostile, but being reunited with Dolly cures her rage. The two will leave Salty Town and return to their home in Fangrise Peaks (p92).
- Amar's Halo, however, is a highly sought prize amongst **RIVAL DUNGEONEERS** and the moment the PCs leave Picks and Packs, **GANGSTERS** (8xL2-G, 1xL2-B) pursue them. The gang is led by a wug named Hunkwoe Ironfoot, intent on taking the amulet to raid dragon hoards.

THE GOSSAMER MILL

The oldest of the old-timey goblin cobweb collectors, the Weegle family has been raising moppet spiders and processing their webs for generations. Being tough, cheap, and easy to work with, moppet gossamer is considered a key building block in both the textile and construction industries in New Delve City. Used as both a raw material and a compound for creating sturdy plasters, the webs produced by the Weegles are as highly touted as the spithra gossamerchants of Shrym, and their moppet spider farm is practically a historical landmark.

GOSSAMER GEAR STORE

- Gossamer Rope: 0 Slots. 60 Feet of Rope
- Gossamer Armor: 0 Slots. Light Armor
- Gossamer Hat: 0 Slots. Helmet
- Gossamer Parachute: 0 Slots. Safely fall from harrowing heights.
- Gossamer Cloak: 0 Slots. Absorbs 1 Critical Hit.

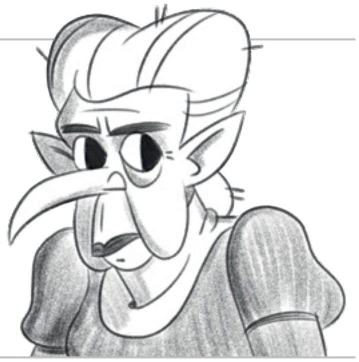
RUMORS

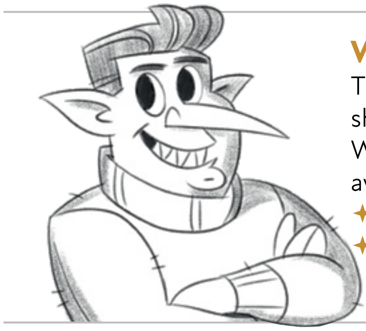
- Gossamer Mill moppet spiders have been seen wandering all over New Delve City.
- A priceless relic has been stolen from the Boggernackle in High Rock
- Warvin Weegle is going to run Gossamer Mill's business into the ground.

WANDA "GRANNY" WEEGLE

Matriarch of the Weegle clan, Granny Weegle has been raising moppet spiders and collecting their webs since she was a girl. And in that time she's invented a series of new gossamer compounds made up from different spider-strains as well as secret ingredients. Today she's working to train her son Warvin to take over the family business.

- **Traits:** Frank, animal lover, always chewing a lump of **dusknugget** gum.
- **Motivation:** Ensure her family stays ahead of the curve with new gossamer strains and good business practices.





WARVIN WEEGLE

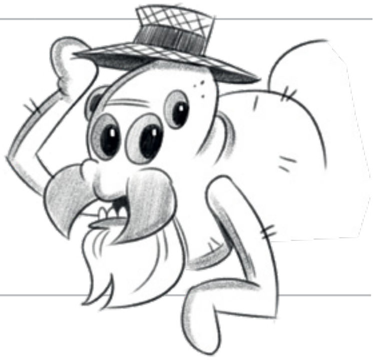
The heir to the Gossamer Mill, Warvin is the loving son of Wanda Weegle, but not the sharpest fang in the jaw. After a series of Warvin's poor business decisions, Granny Weegle has been forced to hold onto control longer than she'd like. Warvin is entirely aware of this and is truly doing his best to be smart about new partnerships.

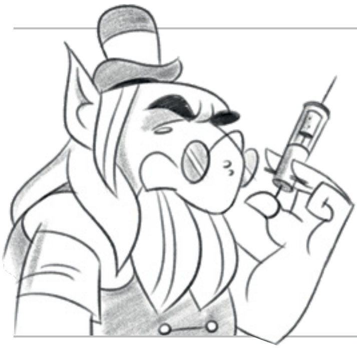
- **Traits:** Opportunistic, well-meaning, nervous laugh.
- **Motivation:** Do his mama proud and take the family business into a new age, even if he doesn't know how.

HARVESTER HAIRY

A gifted moppet herder, Hairy is an **INKPOT SPIDER** and Granny Weegle's closest friend. Lately Hairy has been having trouble with many of the moppet spiders, whose behaviors are strange to say the least. And Warvin has been pressuring him to "do better, kay?"

- **Traits:** : Slow talker, spider expert, hates change.
- **Motivation:** Care for the moppet spiders and ensure they have a good life.





DOCTOR FOWAR FOWLAR

A dweorg veterinarian recently hired by Warvin to help identify the mood swings afflicting the moppet spiders. Fowlar is a stern doctor and demands complete commitment to the treatment of his patients. However, he's completely corrupt and only wants to get rich.

- **Traits:** Rigid, poor bedside manner, disingenuous.
- **Motivation:** Use his animal patients for his own criminal enterprises.

QUESTS

THE GREAT MOPPET CAPER

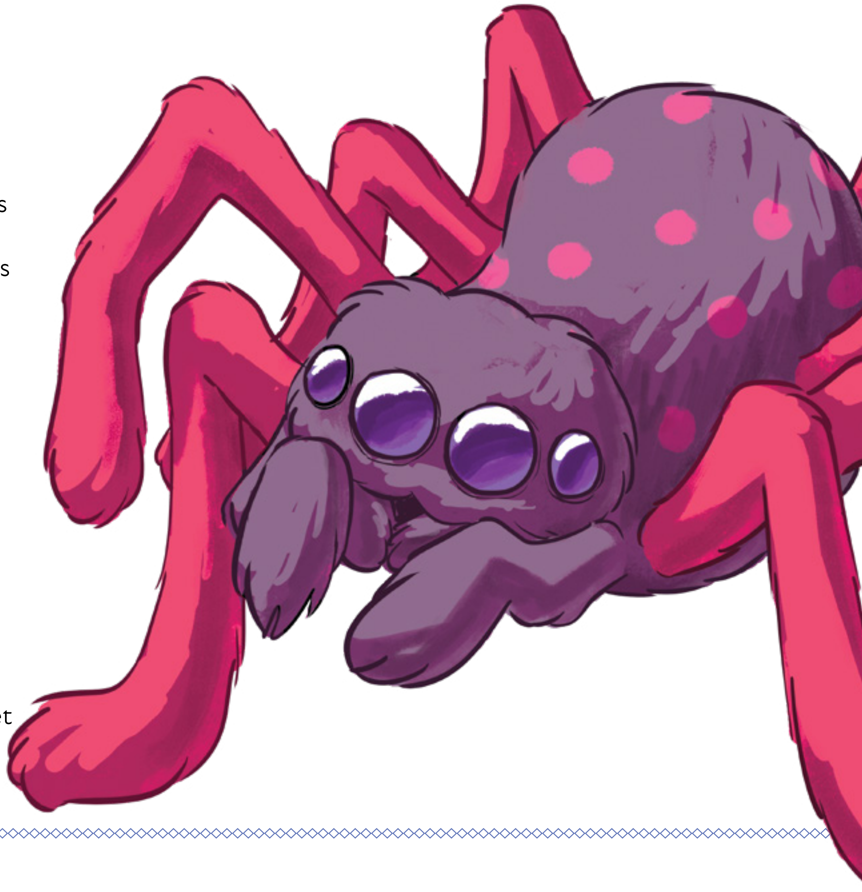
Harvester Hairy is seeing strange behavior in the moppet spiders at the Gossamer Mill. Where they used to follow simple directions, now they seem to ignore him and Granny Weegle entirely. If it weren't for Doctor Fowlar, there'd be a complete stoppage to the gossamer production, and the business would be ruined. More than anything, Hairy is worried about his spider friends and asks if you would visit his friend, a **GIANT INKPOT SPIDER** called the Great Inker, for help and advice. If you can solve this problem, the Mill will outfit everyone with gossamer gear.

- In actuality, Doctor Fowlar is a sneak. Instead of helping the moppet spiders, he's secretly administering a mind control serum to them through their food! Doctor Fowlar has been using the moppet spiders as minions, having them climb into High Rock to steal priceless treasures from the Boggernackle (p28).
- Warvin hired Doctor Fowlar a year ago after their longtime vet passed away. Without anyone's knowledge, the doctor started dosing the spiders, and no one really suspects him.
- The Great Inker is a **GIANT INKPOT SPIDER** that dwells in Coalvein (p86). The Great Inker is old and forgetful, but asks what the moppet spiders are eating, saying that moppet spiders, in effect, "are what they eat."
- Investigating the food given to the moppet spiders reveals glittering specks: the remnants of Fowlar's mind control serum.
- Asking around the city also reveals that moppet spiders have been seen marching up and down the streets like ants on occasion, and Harvester Hairy has to wrangle them. Harvester Hairy confirms this, stating that they've been seen going as far as High Rock.
- Investigating the moppet spider trail reveals cobwebs leading all the way into the topmost towers of the Boggernackle. Abbot Delo concludes that the spiders are attempting to steal from their treasure vaults! Alerted to the threat, the Boggernackle accuses Granny Weegle of commanding the spiders and gets the OCG to arrest her.
- As the tension ramps up, Doctor Fowlar states that he has done all he can and tries to leave New Delve City (with his stolen treasures).
- If the treasures are discovered and returned, Granny Weegle's name is cleared and the Boggernackle is satisfied.
- Granny Weegle is so grateful that she will offer a moppet spider mount to any Knight-Errants in the party, as well as gossamer gear to anyone else.
  - **Moppet Spider Mount:** +4 Inventory. The moppet spider can walk on walls and ceilings.

WARVIN'S WEB OF LIES

Warvin has a big secret that he can't tell his mother. Can you blame him? She's always on his case about the family business—insisting on doing it the traditional way, the hard way, the inefficient way. So Warvin had a great idea that worked for a while...until it didn't. See, he was training moppet spiders to fight at the Battle Beast Arena (p70). But Warvin kind of blew a sizable amount of cash betting on them, and now he's in deep with some dweorg bookies. Long story short, you gotta help Warvin get the money back. His mother has no idea about any of this, and she'll have a conniption if she finds out anything is amiss.

- There are many ways the PCs can go about this, including:
  - The dweorg bookie named Hur'zuth offers the option to work off the debt. Use all the quests at Zrr'gh'grg (the PCs will be working on behalf of Hur'zuth instead).
  - The PCs could try and win back the money by fighting and gambling at the Battle Beast Arena.
  - The PCs could negotiate deals to generate more revenue for the Gossamer Mill.
- Warvin isn't telling the whole truth. He gambled away so much money that the Gossamer Mill will have to shut down if something isn't fixed.
- If the PCs rat out Warvin, his mother asks them to help Warvin file for bankruptcy with Woggle and Woggle. Given the circumstances of the case, the lawyers won't do it unless the PCs help them out with their problems.



SALTY STATION

A large transportation hub, the Salty Station is the first stop of the sputter-tram for most visitors to New Delve City. Crafted by shrym engineers in the first techno-alliance made between the goblins of New Delve City and the shryms of Shrym, the transportation system is a marvel of sputter and spark technology and a powerful tool for keeping the city connected and industry humming.

RUMORS

- Literal clowns have been pulling dangerous pranks on the sputter-tram and all over the city.
- Tram workers are disappearing and not reporting to work.

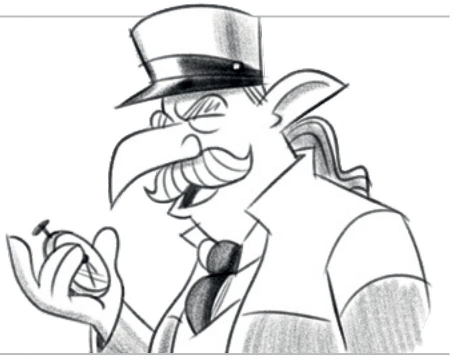
OUTBOUND RUMORS

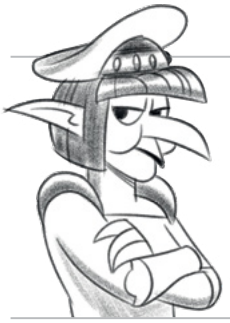
- Pickpockets from Port Lagoonie and Thurf are moving to New Delve City in droves.

STATION AGENT DOOGIE

The mustachioed goblin oldtimer has been managing Salty Station for decades. Always checking his silver pocket watch and ensuring that passengers make their trains, Doogie is a beloved member of the community.

- **Traits:** Boisterous, can't stop looking at his watch, very helpful.
- **Motivation:** Help the trains and patrons stay on time.





OFFICER YAZ

A sergeant in the OCG, Yaz is a prim and proper goblin peace officer responsible for protecting Salty Station from unruly outsiders and rascals. She is always quoting regulations and follows the OCG pecking order to a T.

- **Traits:** Strict, follows rules, dislikes rudeness.
- **Motivation:** Keep Salty Station travelers safe and make sure no nonsense trickles in from other stations that are far less organized.

QUESTS

OFF THE RAILS

Officer Yaz is seeing a surge in criminal activity along the Sputter-Tram transportation lines. For the most part, she's been successful at keeping Salty Station safe, but a dangerous new gang called the Court Jesters has emerged. OCG headquarters has reported that the Court Jesters are planning a "prank" to derail the tram at Salty Station, and Yaz has full authority to deputize a crack team to help her stop the disaster before it starts. The OCG is willing to pay Silver ⛁ to anyone who helps.

- The Court Jesters intend to derail the tram at Salty Station by using the tunnels to travel in secret and plant stolen Subterranean Pits and Lairs, LLC dynamite (see quest **The Big Secret,** p47). If caught, they claim they did it for laughs, but the truth is their leader, Giggles the Bent, is planning something big from their stronghold in Gunk Hold Grotto (p46).
- OCG officers are swarming the tram lines, but there's too much ground to cover. To compound the problem, rumors of the tram tunnels being cursed have stopped even the bravest of the OCG from looking there.
  - The tunnels are not haunted, per se, but rather filled with pockets of woe-shadow gas, a kind of cursed **GLOOM** that turns people into ethereal ghosts called **WAILING WOES**.
  - The woe-shadow gas was placed there by the Court Jesters, and now dozens of **WAILING WOES** (L3-G) of lost tram workers are angrily roaming the tunnels. They can't speak unless they are cured of their **CURSE**.
- Curing woe-shadow poisoning isn't easy. It requires the services of a powerful NPC witch or gnome who can dispel the evil **CURSE** on a large scale.
- If the wailing woes are cured, they alert the PCs of the dynamite placed all along the Salty Town tram tunnels. The PCs can disarm the dynamite, but a group of Court Jester **GANGSTERS** (L4-G) will try to stop them.

RAG BOTTOM

Beneath the colorful, neon glow of the Great Hob, the neighborhood of Rag Bottom oozes with filth. Discarded trash lines the gutters as those in the lowest rung of New Delve City eke their way by living off the scraps of the bustling city center. The streets are narrow, the housing little more than hovels, and bad elements run the show. Street gangs, petty criminals, and clown-faced fanatics harass the locals and shake them down for coin, while the OCG mostly turns a blind eye because it's just too dang dangerous to police Rag Bottom.

SIGHTS AND SOUNDS

1. A bleary-eyed goblin shakes a tin cup at you, asking: “Penny for the blind?”
2. A goblin with clown makeup giggles while juggling a pair of throwing knives.
3. An earthquake rumbles and rattles the streets. A filthy child hangs on to a PC’s pant leg during the quake.
4. A pair of boggles thumb through their Huzzah decks, eyes narrowing as you pass.
5. An ancient dweorg smashes Fizzy Wiz cans and loads them into a rickety cart.
6. A worried moledwerp slams their shutters shut and you hear a click as they lock tight.

THE SURLY SWIG

Resting squarely behind a waterfall of runoff, patrons of the Surly Swig have to dart through dirty gutter water in order to reach the rusty iron doors of this dive. In fact, the name Surly Swig comes from the high volume of angry customers that complain about dashing through a filthy waterfall, just to drop coin on bad drinks and worse food. It's a wonder no one ever built an awning, but then again, no one cares. Especially Surly Tad Goofwaffle, the surliest of surly goblins who ever lived.

SURLY SWIG MENU

Costs Copper 🪙.

- The Surly Temple: A pint of boiled sausage water garnished with a hard-boiled **REEGALDEEK** egg. Roll 1d6. 1–3: Replenish a Quest Point. 4–6: Spend a Quest Point.
- Flat Rascal Cider: Pulled from a leaky keg with zero carbonation, the stuff tastes sour, but Bill says that’s on purpose. Gain +1 Trickery for a day.
- No Meat, No Bean Chili: Exactly what it sounds like. Spicy tomato water. Costs extra if you want it hot. Heal 1 Courage, 3 if hot.
- The Surly Surprise: Two random items from the menu above tossed into a blender and served in a gravy boat. Roll 1d6. 1–3: a surprisingly delicious concoction that grants +1 Temporary Courage. 4–6: a vile mutation of a culinary travesty that inflicts 1 Dread.

RUMORS

- **PALE FOLK** have been sighted rummaging through the gutters of Rag Bottom, causing mischief.
- Court Jester graffiti is sullying landmarks throughout New Delve City, and rumor has it top people in High Rock are paying big money to find the source.
- There’s hidden loot in Rag Bottom.

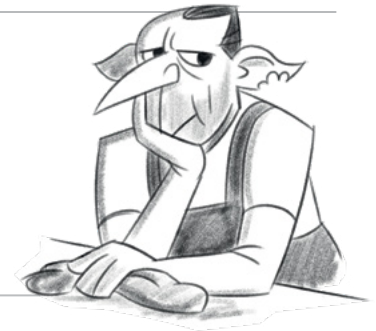
OUTBOUND RUMORS

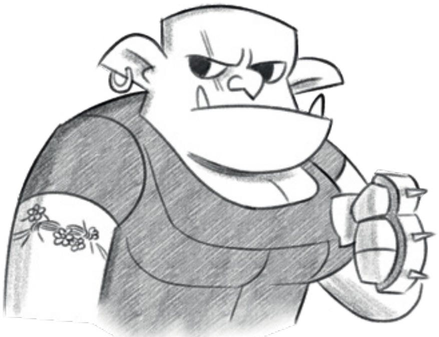
- A fellow named Zog had no luck looking for a crew to head to the Abyss, so he went to Port Lagoonie.
- In Zrr’ghgrg, you can win a fortune training beasts and challenging other trainers.

SURLY TAD GOOFWAFFLE

After a serious leg injury, Surly Tad had to put his exploring days behind him and now runs the worst joint in New Delve City. The curmudgeonly goblin doesn’t take kindly to anyone who calls him Goofwaffle. In fact, using his name is sure to provoke his anger and maybe even get you kicked out of his crummy little dive bar.

- **Traits:** Surly, sour, doesn’t care about anything.
- **Motivation:** Pass the time and forget his once-glorious past as an explorer and adventurer.





BARB "THE BARB" GOZZLER

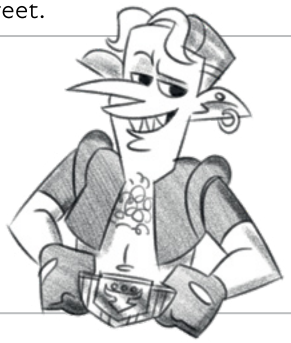
A wug known throughout Rag Bottom as Barb the Barb, for her thorny personality and spiked brass knuckles. Barb is most commonly employed as muscle for various criminal organizations around New Delve City. However, with the rise of the Court Jester gang, Surly Tad has dropped serious coin to hire Barb as a bodyguard.

- **Traits:** Bad temper, matter-of-fact, doesn't understand flowery language.
- **Motivation:** Unbeknownst to Surly Tad, Barb took the job because she's actually afraid of clowns and would prefer to hunker down in The Swig than risk bumping into any Court Jesters in the street.

STAGWOOD CREECHER

A goblin thief with a gaudy, golden belt he claims was stolen from a minotaur tyrant in Shrym, Stagwood makes up lots of stories and is often met with eyerolls from locals, who know not to listen to all his tall tales.

- **Traits:** : Pathological liar, nervous laughter, wants to know what's in it for him.
- **Motivation:** Make friends if he can and gain people's respect. He doesn't realize he's driving people away with all of his fibbing and made up stories.



QUESTS

JUGGLING JESTERS

Court Jesters have defaced the Surly Swig with a big, gaudy clown caricature of Surly Tad that reads: Goofwaffle Doofwaffle! The usually apathetic Tad is furious to say the least. Merely uttering his surname often provokes violence from the man, but this obscenity has gone too far, and he's out for revenge. Surly Tad commands Barb the Barb to march out into the streets and give those Court Jester ruffians what for! And he's willing to pay Gold 🪙 to a group of tough adventurers to go with Barb and be her backup.

- The Jesters responsible for the graffiti are a pair of **GANGSTERS** (L6-G), Smiley Nick and Frowny Pan, who work for Giggles the Bent himself. They've been seen palling around at Dread Station with other members of the gang.
- If Barb the Barb is with the party when they confront any Court Jesters, she immediately runs away, as she has a secret, crippling fear of clowns.
- Dread Station is overrun with criminal scum, including Smiley Nick and Frowny Pan, who are in the midst of painting another caricature, this time of the PCs.
- If engaged in a conflict, the two Court Jesters will summon more gangsters to fight and contest the territory.

THE LOST MAP OF THE CRYSTAL KINGDOM

A hard-looking welkin named Jyn Jarak has been traveling for days from Port Lagoonie, pursuing a rumor of a lost treasure, the Map of the Crystal Kingdom. Legend has it that this map was created by a former adventurer who successfully identified all the traps, but never completed the raid to find the castle's treasure.

Jyn isn't much of a dungeoneer herself, but she is willing to trade a *Relic* to anyone who finds the map for her. She has a lead that the map was last seen in Rag Bottom, which makes her suspect it was stolen by Court Jesters or maybe even the Slink Worms in Dread Station.

- Jyn Jarak is a **RIVAL DUNGEONEER** (L6-C) running an aggressive crew (4xL3-B). She intends to steal the map, pay no reward, and use its secrets to steal priceless relics from the ruins of the Crystal Kingdom (p206).
  - Little does anyone know, however, that the map is in the possession of Surly Tad Goofwaffle, who was the adventurer that drew it all those years ago. But after losing his partner, he abandoned the dungeoneering life and became an angry, apathetic recluse. The map is hidden under his bar.
- The Court Jesters quickly become interested in finding the map and dog the party at a distance, waiting to strike when the map is found.
- The Slink Worms claim they do have the map, but are lying to lure the party into capture. They intend to use the party as bait to extort Jyn's crew for money and items.
- Coincidentally, the Slink Worms have a prisoner named Talboot, an old bogril that remembers when Surly Tad used to go on adventures and draw up maps of old treasure hoards.
- Surly Tad denies having anything to do with the map, but mostly because he wants to forget the tragic day he lost his friend. He can be convinced to give over the map, or it can be stolen from him.
- If the map is given to Jyn, she vanishes in search of the Crystal Kingdom.

GUNK HOLD GROTTO

Built beneath a derelict watertower, the cesspool known as Gunk Hold Grotto is little more than a flophouse with bunks suspended from the walls. Members of the Court Jester Gang rowdily clown around here, as they await orders from their boss, Giggles the Bent. Graffiti covers nearly every surface inside—gang symbols, warning messages, and most notably the grinning clown-face mark of Giggles the Bent.

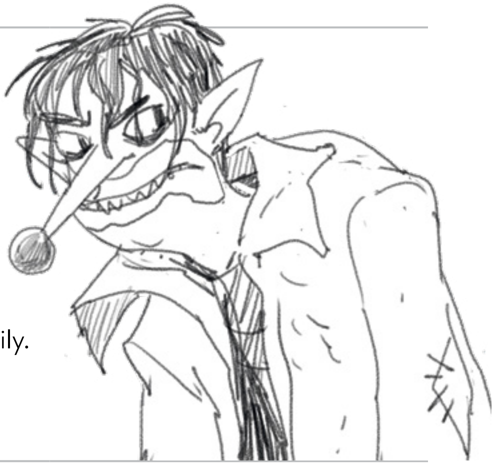
RUMORS

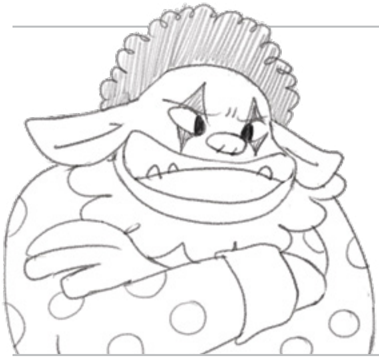
- Frequent, curious earthquakes in the Great Hob have locals worried.
- Gunk Hold Grotto is booby trapped. One wrong move and it's lights out.
- There's an Ancient Hoard hidden somewhere in Gunk Hold Grotto.

GIGGLES THE BENT

A tall, hunched goblin with a painted face featuring a big frown, Giggles is the undisputed leader of the Court Jesters and gets his name from his hunched shoulders. Giggles is feared throughout New Delve City, so much so that the OCG looks the other way, or even convinces themselves that he's not real. In actuality, Giggles is the secret alter-ego of Braag Gargoon, the second in line for the goblin throne (p34). After an encounter with **THE NEVERWAS** who promised to fulfill Braag's darkest desires, Braag created Giggles and grew the Court Jester gang to exact revenge on New Delve City for having been passed over by his family.

- **Traits:** Unpredictable, disingenuous fake laugh, responds well to chaos
- **Motivation:** Thrust the city into chaos so he can wrest control.





GARLA GRINS-A-LOT

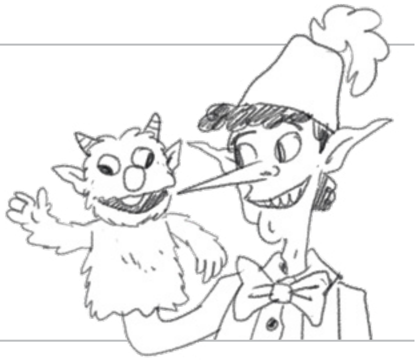
Giggles the Bent's right-hand wug goon, Garla is a master of arms and is instantly identifiable by her bright red makeup and hair. Garla was a former member of the royal guard who was cast out of High Rock for using excessive force. Now her rough methods are encouraged by Giggles. Garla is the only one who knows Giggles' true identity.

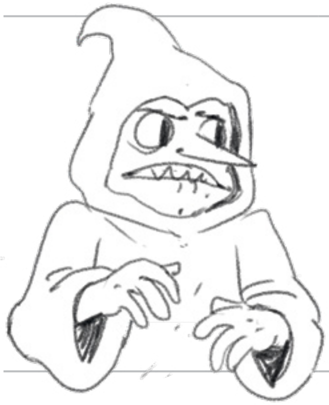
- **Traits:** Susceptible to rage, sucker for flattery, always practicing with her sword.
- **Motivation:** Shake up New Delve City and prove she should have never been fired for using her strength to do her job.

TYLO PRANG

A goblin street performer who has been permitted to continue his merry making so long as he pays a hefty tribute to the Court Jesters. Tylo is famous for a puppet show that incorporates real people throughout New Delve City

- **Traits:** : A big goofball, streetwise, **BLEEDING**-heart creative.
- **Motivation:** Use his puppet show to make political commentaries in a fun and entertaining way.





PEEWEE THE SCAMP

A former Court Jester gang member, Peewee is a boggle in hiding. Living in sewer drains and hidden in plain sight throughout Rag Bottom, Peewee avoids the Court Jesters like the plague, fearing capture, imprisonment, or worse for leaving their ranks.

- **Traits:** Shifty, frightened, well-meaning.
- **Motivation:** Gather evidence on the Court Jesters to convince someone to take action against them.

QUESTS

THE PUPPET SHOW PRANK

Tylo Prang knows he's in trouble with the Court Jesters. Word on the street is that they're going to prank him hard. But he doesn't care. He'll lampoon whoever he wants to lampoon. No one should be safe from social commentary. That's why he's still going to put on a puppet show that makes fun of Giggles the Bent. He hopes that it will inspire regular folks to push back against the Court Jesters. But even so, it would be smart to have some bodyguards to make sure the puppet show goes smoothly. What do you say?

- Garla Grins-a-lot and the Court Jesters have been tasked with "pranking" Tylo. They start by bribing local OCGs to make Tylo pay a permit in order to perform valued at 5 Pouches of Gold, which he needs the PCs to raise.
- As the countdown to the show escalates, the Court Jesters attempt to burn down the puppet theater.
- As a final push, Garla leads a gang of goons to kill Tylo and the PCs to prevent even the slightest humiliation of her master Giggles.

THE BIG SECRET

Peewee the Scamp has got his hands on something big. Really big! Evidence that could not only take down the Court Jesters, but shake up all of New Delve City forever. But he's not talking to just anyone, not until he can prove it. But there isn't much time. Giggles the Bent is planning something terrible, the ultimate prank, and a lot of people could get hurt if he isn't stopped. Help gather the ultimate evidence against the Court Jesters and get it to the OCG. Peewee doesn't have any money, but he knows where the Court Jesters have hidden an Ancient Hoard in Rag Bottom.

- If the PCs agree to do the job, Peewee lays out everything knows:
  - When Peewee was a member of the gang, he walked in on Giggles the Bent putting on makeup and faking his posture. Peewee didn't see his real identity, but suspects he's well-connected.
  - Peewee knows that Giggles is already laying the foundations for his biggest prank yet—releasing woe-shadow gas across the city, as well as planting explosives in the sputter-tram tunnels that would utterly demolish Salty Town and Rag Bottom, leaving just the upper crust of New Delve City to control (see quest **Off the Rails**, p43).
  - Peewee wants the PCs to infiltrate the Court Jesters, discover Giggles' true identity, and alert the OCG so that they can help before Giggles causes destruction.
- Giggles the Bent is the alter ego of Braag Gargoon, the second in line for the Goblin Throne. For years, Braag has believed he should be the ruler of New Delve City instead of his sister, Beatrix. But instead he felt like he was being treated like a fool, a jester! Feeling cast aside, he wanted revenge. By forming the Court Jester Gang, his plan was to "prank" the city with increasingly dangerous stunts to erode trust in his sister so he could step in and save the day.
  - Braag has become so invested in his Giggles the Bent persona, however, that the line between them is blurring. He's beginning to prefer the idea of ruling the city as a nefarious crime lord.
- If the PCs infiltrate the Court Jesters by trying to become members, they will have to invent pranks mean-spirited enough to convince the gang that they are serious about being unserious.
- If the PCs sneak around Gunk Hold Grotto and get caught, they'll find themselves in a dangerous conflict against a horde of Court Jester **GANGSTERS** (15xL3-G, 2xL5-B).
- Though he's rarely there, Giggles has a private chamber deep inside the grotto that is guarded by Court Jesters and a locked door. Behind the door is a small changing room with several clues to his identity and plans: a pair of fancy cufflinks with the initials BG, a Warshim designer tie, a tram pass from High Rock Station to Dread Station, and a sputter-tram map that has red X's marked all along the Salty Town and Rag Bottom lines (the locations of the explosives).
- Meanwhile, small explosions begin to go off in the city, prompting rumors of earthquakes. And more and more people are turning into **WAILING WOES**.
- If shown the evidence, the OCG can't make heads or tails of it, but if the PCs suspect Braag Gargoon, they can make a case to get officers sent to Castle Gargoon, but Braag won't be there.
- Giggles the Bent (**GANGSTER** L5-C) is in the tram tunnels of Rag Bottom getting ready to set off the explosions. If found, he puts up a serious fight. He admits that he is Braag Gargoon and will soon be King of New Delve City—that is, when the witnesses are all dead!
- If Giggles the Bent is in dire trouble, **THE NEVERWAS** (L10-C) comes to his aid. The mysterious shadow creature doesn't want to see its hard work undone. If Giggles is defeated, the Neverwas flees.
- With Giggles thwarted, the Court Jester Gang is dismantled. Beatrix is ashamed of her brother, as is the rest of High Rock, and she is in a much better position to take the Goblin Throne.
- Peewee escorts the PCs back to the Gunk Hold Grotto, where he pushes over a Fizzy Wiz Machine, revealing an Ancient Hoard as their reward.
- **HEROIC TITLE ACHIEVEMENT**: Defeat Giggles the Bent and dismantle the Court Jesters.
  - ***Knight of High Rock*****:** Queen Beatrix knights all of the PCs, granting +1 to Social Checks in New Delve City.

DREAD STATION

If it weren't for the steam whistle every half hour, one might think Dread Station hasn't seen a commuter in fifty years. Devoid of regular passengers and poorly maintained, the tram station is a desolate urban ruin where bad things happen, because no one's looking. Teeming with **KILORATS** and mischievous **PALE FOLK**, travelers with enough coin hire guards to accompany them whenever they're forced to to make a stop.

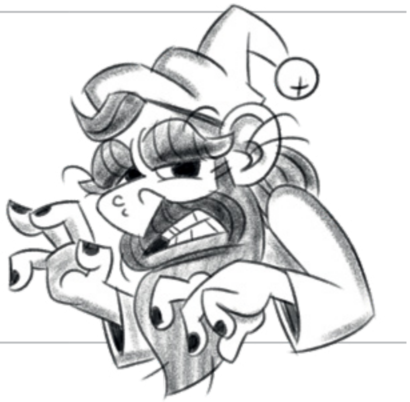
RUMORS

- There's a reason Sad Sam the Flimflam Man is sad, but no one's ever pried it out of him.
- Sad Sam needs help catching a huge rat somewhere in the tram tunnels.

SAD SAM THE FLIMFLAM MAN

A bored **TOMMYKNACKER** (L6-B) who catches kilorats for OCG as a job, but releases them again to keep himself busy. Dishonest and foul talking, Sad Sam, though harmless enough, is called the Flimflam Man, because he's always swindling someone, even himself.

- **Traits:** Pessimistic, grumbles, everything he says is a lie.
- **Motivation:** Hates himself and everyone around him. Has unfulfilled dreams of simply being important to someone else.



QUESTS

THE FLIMFLAM JAM

For years Sad Sam has caught **KILORATS** for the OCG to keep Dread Station from being completely overrun. Lately, however, he's been releasing them to keep himself busy. The only problem is, the latest release didn't go as planned. One kilorat, which he calls Big Burger, swallowed one of Sam's potions, mutating the creature into something that's a whole lot more trouble than your garden-variety kilorat. Sad Sam will trade three random potions if Big Burger is caught.

- Sad Sam purposefully fed Big Burger the potion because Giggles the Bent (p46) told him to, and Sam desperately wants to feel important and needed by anyone.
- Sad Sam is a tough nut to crack, and a liar, but he has a warm, squishy center.
  - He lost his sweetheart (though he won't elaborate), which is the source of all of his misery and mischief. Probing into his relationship leads to the quest **The Cursed Courtship** (p48).
- Big Burger is no longer a **KILORAT** but has transformed into a chaotic **MUTANT** (L4-B) with three rat heads (an amalgamation of a **KILORAT** and a **MANTICORE**). Big Burger is hiding along the rails of the tram in an old sewer network—a **RANDOM DUNGEON**—where Sad Sam used to live before moving to Dread Station.

THE CURSED COURTSHIP

Sad Sam wasn't always sad. In fact, he was often called Glad Sam. But long ago, his beloved bride-to-be left him at the altar and he was forever changed. Now, he's a shadow of his former self, a liar, a cheat, and—if the mood strikes—downright dastardly. But that might change if he can get into contact with his former love, Gwendy Inktoes, and find out why she left him. Find Sad Sam's lost love and explain to him why she left him on their wedding day. Sam shares that her home was in the Fungal Jungle near the Lone Delver's Lodge.

- Gwendy had the unfortunate luck of bumping into a **WITCH** called Red Reeba. The witch was jealous of Gwendy's happiness and cursed her, transforming the kobold into a **LAVAGOG**.
- Folks at the Lone Delver's Lodge remember Gwendy fondly. When they saw her last she was off to get married, leaving in a red stage coach.
- Gwendy was taken to The Red Cave (p258) where Red Reeba holds her hostage amidst a fortune. See quest **The Color of Jealousy**, (p258).
- **HEROIC TITLE ACHIEVEMENT:** Reunite Sad Sam with Gwendy.
  - ***The Romantic* ♔*:*** Each session, out of Conflict, heal an ally for 1d8 Courage by telling a love story.

Port Lagoonie

Hex 21.9. Port Lagoonie is one of the most important Underlands access points in all of Eem, connecting the Underlands to the Mucklands along the Under River, which flows to Mucklands Harbor and the city of Thurf. Trade boats and river traffic are heavy along this corridor, as subterranean merchants unite with overlanders to buy, sell, and trade goods. Port Lagoonie itself is a narrow, populated city built on wooden piers atop Spoony Lagoon, a clear, green freshwater lake.

DISTRICTS

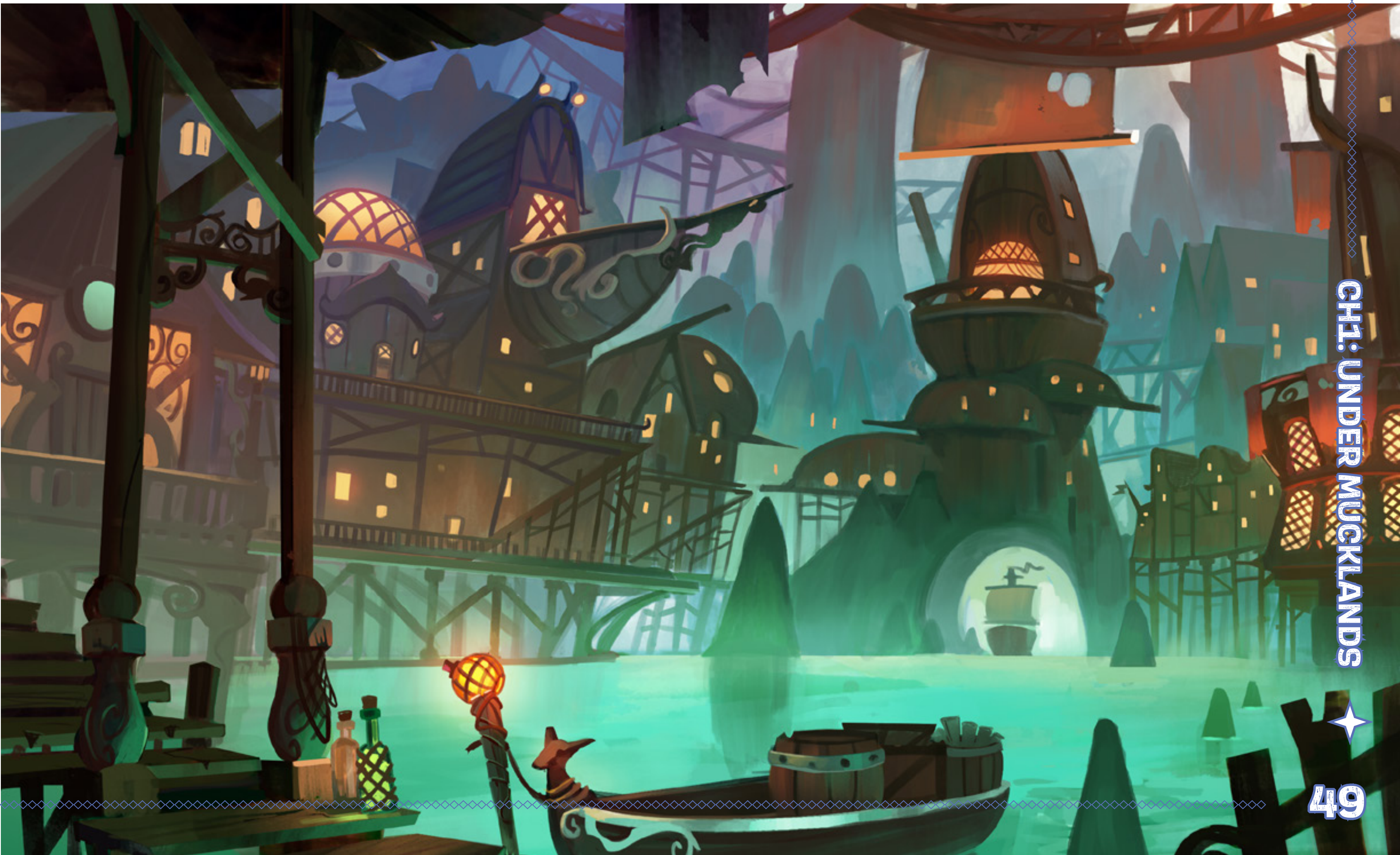
- Planktown
- Spoony Lagoon
- Tycoonie Row

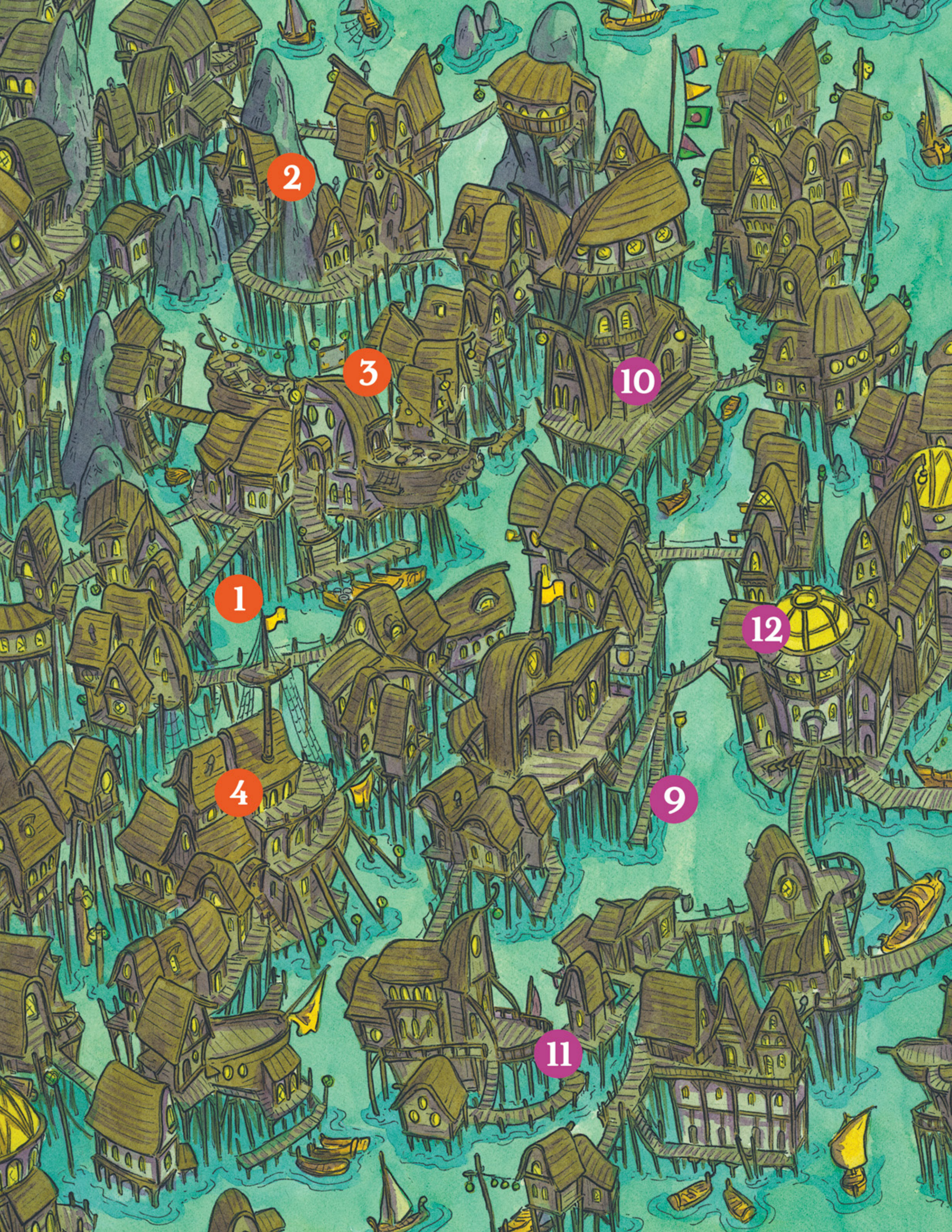
PLANKTOWN

Rising over the buildings of Tycoonie Row in a weave of wooden catwalks, stairs, and platforms, Planktown is where folks actually live in Port Lagoonie. The average dwelling is a quaint one or two room stilt house, which keeps out flooding and river rats. In addition to residences, many shops and businesses are sprinkled throughout the winding walkways.

SIGHTS AND SOUNDS

1. The wooden walkway planks creak under the heavy feet of a troll warrior guarding a merchant.
2. Several finfolk fishermen laugh and talk politics as they cast lines into the lake.
3. A flitterfolk tips his cap and then rolls under the planks to his hidden bed nook.
4. A trio of bounty hunters roll through town dragging a dweorg by some rope.
5. A runaway cart full of luggage zooms down a slanted walkway as a frazzled bellhop runs after it.
6. Maintenance workers repair a section of rotted wood and catcall the PCs.

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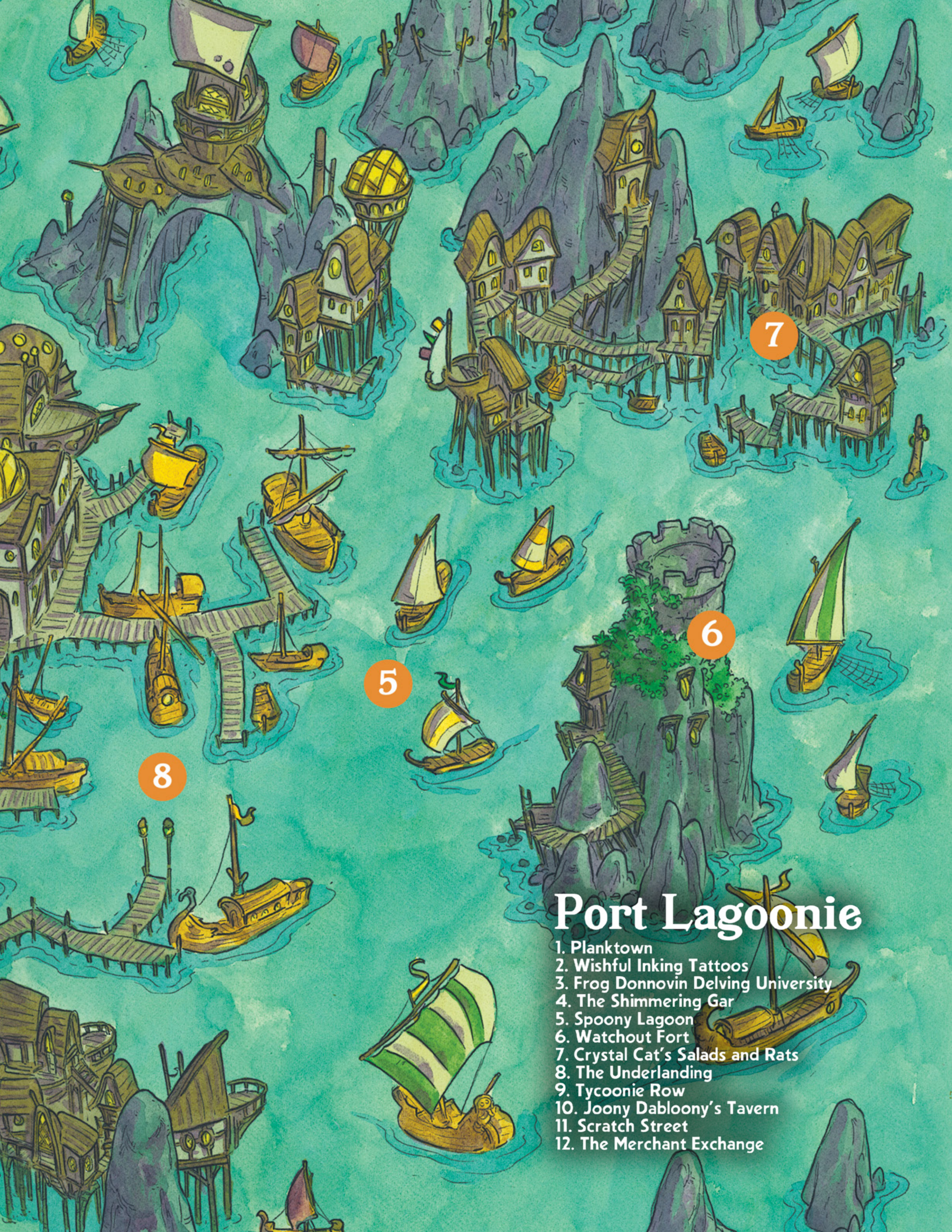


Port Lagoonie

1. Planktown
2. Wishful Inking Tattoos
3. Frog Donnovin Delving University
4. The Shimmering Gar
5. Spoony Lagoon
6. Watchout Fort
7. Crystal Cat's Salads and Rats
8. The Underlanding
9. Tycoonie Row
10. Joony Dabloony's Tavern
11. Scratch Street
12. The Merchant Exchange

WISHFUL INKING TATTOOS

At the far end of Planktown, a rickety footbridge leads to a high-rising, dark, little stilt house with aromatic incense wafting from it. This is Wishful Inking Tattoos, owned by the aged kobold Wyestra the Weird, who practices the rare and ancient art of rune tattooing.

RUNE TATTOOS

Sells for Ancient ⛁. PCs can get a rune tattoo, a visual mix of image and magic rune words. Rune tattos are like having a spell inked onto one's body. The spell can be cast one time (which also inflicts 1d6 Dread to the PC) before the tattoo becomes dormant. Wyestra the Weird can retouch a dormant tattoo for Gold ⛁ x2.

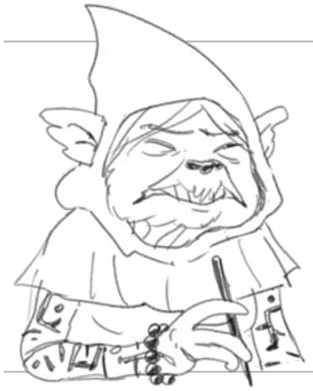
RUNE TATTOOS

The available spells and their corresponding tattoo images (see Spells table in *Core Rulebook*) .

- Bone Armor: Crossbones
- Curse: Skull with a snake in its mouth
- Dazzle: Sparkling stars
- Dragon's Greed: A coiled dragon
- Embiggen: A lumbering giant
- Fish Walk: Red and gold fish
- Flabisham's Armored Squire: A suit of armor
- Fright: A ghoulish ghost
- Grasping Hand: An open hand with an eye in the palm
- Melt: A melting face
- Orlin's Gambit: A pair of dice
- Rune Tongue: A smiling mouth and tongue
- Shrinkage: A tiny faerie
- Ward: A shield

RUMORS

- A weird, old kobold is the last practitioner of rune tattooing, a forgotten art of printing spells on one's body.
- A sinister figure in black robes, whom everyone in town makes sure to avoid, frequents Wishful Inking Tattoos.



WYESTRA THE WEIRD

An old, old kobold, Wyestra is the only practitioner of her art that she is aware of. She doesn't get around much these days, and to be honest, those few who even know that she and her shop exist think she's a scary witch. Wyestra is content to live a quiet life scrawling runes and playing solitaire Rascal Rummy when not dealing with the odd visiting customer. Her dear pet cattypillar, Snuzz, does all of her shopping and delivers food from Crystal Cat's every day.

- **Traits:** Hermit, welcoming, squeaky laugh.
- **Motivation:** Keep her art and tradition alive for as long as possible.

QUESTS

☠ THE INKED SORCERER:

An imposing figure in black and gray layered robes with dark leather wraps on his hands and feet leaves the shop just as you enter. You catch a glance of the man's sunken eyes as he pushes past you out the door.

- If asked, Wyestra nonchalantly explains that he is a **SORCERER** of the Broken Circle. She has never asked his name, but he comes in periodically to be tattooed. That's all she cares to know.
- The sorcerer's name is Roke (**SORCERER** L5-C), and he is venturing to the Shimmering Shar to rendezvous with others in the Broken Circle at Audrastica's Keep (p240).
- If the PCs follow him, it's not long before Roke becomes wise to them. He'll stop and warn them to flee for their lives. If they don't, he will fight them.

FROG DONNOVIN DELVING UNIVERSITY

A former graduate of Dungeoneer Academy, the bogril known as "Frog" Donnovin decided to start his own institute of higher learning for dungeoneers. But instead of teaching youngsters, FDDU focuses on older students, even those with current dungeoneering jobs who want to sharpen their skills or acquire new ones.

FDDU COURSES

PCs can spend varying amounts of Downtime to earn degrees at the university. A course costs Gold 🪙.

- Spelunking: Gain the Spelunking Proficiency. 2 Downtime Actions.
- Underlands Survival: Gain +1 on Wilderness Checks in the Underlands. 2 Downtime Actions.
- Fungi Recognition: Gain the Fungi Recognition Proficiency. 1 Downtime Action.
- Underlands Beast Lore: Gain the Underlands Beast Lore Proficiency. 1 Downtime Action.
- Dungeon Navigation: Once every session, reroll a Search Check in a **RANDOM DUNGEON**. 2 Downtime Actions.
- Advanced Dungeoneering: Dungeoneers can spend 35 XP (instead of 40) to master an Ability from a previous Level. 4 Downtime Actions.
- The Dungeoneer's Code: Gain one of the tenets of the Code (p345) as an Ideal. 2 Downtime Actions.

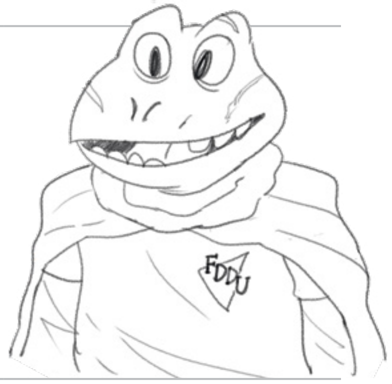
RUMORS

- Frog Donnovin Delving University is hiring emergency substitute professors.

OUTBOUND RUMORS

- Dungeoneer Academy is having trouble starting up a student exchange program with the mushrums of Mycelior.
- A terrible mushrum cult in the Fungal Jungle kidnaps mushrum folk and lost adventurers.

DOGGRIN "FROG" DONNOVIN



A stout bogril with a toothy smile and a gleam in his eye, Frog Donnovin graduated from Dungeoneer Academy in the same class as the famed Shane Shandar—a fact that he is very proud of. At the Academy, he was never a star student, but he went on to have an eventful, if not accomplished, dungeoneering career until he broke almost every bone in his body on an expedition into the Abyss. After a lengthy recovery, Frog decided he should devote his life to teaching aspiring dungeoneers what not to do.

- **Traits:** Loves excitement, vociferous, says "now, here's what you need to do..."
- **Motivation:** Teach the fundamentals of dungeoneering, especially the Dungeoneer's Code, to adults.

QUESTS

SUBSTITUTE PROFESSORS

Frog Donnovin is very ill and in a pinch. He contracted a rare parasitic fungus from his travels in the Fungal Jungle. The doc says he'll be fine with all the elixirs that are pumping through his veins, but someone has to teach Frog's Underlands Survival course for the next two weeks. Frog gets it if you can't lecture, so take the students out on one of your adventures and teach the course that way. Get paid in Gold 🪙 or a free course for everyone in the party!

- The PCs should decide what adventure they will embark on with the students.
- There are three students. Each one behaves differently in the field. Throw in complications based on the following:
    - Mallek the flitterfolk: He's eager to succeed, but always gets distracted and wanders off. (Attack:+1, Defense:+0, Courage:12, Mettle:+1)
    - Heathra the boggart: She's incredibly smart but is deathly afraid of all creepers and insects. (Attack:+0, Defense:-1, Courage:11, Mettle:+0)
    - Bagrun the bugbear: He's skilled but lacks a moral compass and will save himself at the expense of everyone else. (Attack:+1, Defense:+1, Courage:13, Mettle:-1)
- By the end of the adventure, Frog expects a Pass/Fail recommendation for each of the students. If Bagrun fails, he curses the PCs' names and becomes a rival of the party.

THE SHIMMERING GAR

Relatively new to Port Lagoonie, the Shimmering Gar is the most popular food joint in town, with lines out the door every night. Fast service, cheap prices, and delicious food make for a combination that no other restaurant or tavern can beat. The ambience is great too: inside, the fake rock walls are covered in sparkling gems, while kitschy sputter-creatures, like animatronic cragnarks and reegaldeeks, move on rails in the corners of the restaurant.

MENU

Costs Copper 🪙.

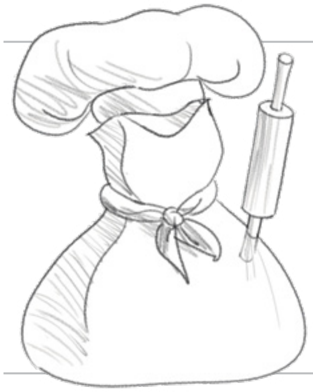
- Pan-Fried Fissure Flounder: Salty blue-colored flounder pan-fried in inky black mystery sauce that tastes like garlic butter but smells like sea horse farts. Normal Ration. Buy 2, get 1 free.
- Hot ‘n Ready Gar Tar: Green doughy knot of sticky, fishy goodness. Made from “whatever leftover fish gunk is out back” and considered a cheap, comfort food for many a local sailor. Normal Ration that cures or prevents the **TIRED** Condition.
- Varney’s Hot Gargle: A bottle of malted catfish oil, steeped for a week in a blend of secret spices that replace that fishy funk with a savory sweet aroma. Best served hot, this drink is based on an old moledwerp recipe said to ward off sickness. Prevents getting sick and suffering Dread after breathing or ingesting foul, gross, or poison substances.
- Gootonian Gar: Advertised as authentic gelatinous gooese cuisine, this pan-seared gar is smothered in an ichor-infused tar sauce on a bed of pickled weevils. Heal 2 Courage.
- Lagoonie Port: A sweet resinous wine derived from the blue Lagoonie shrooms that grow along the banks of the lagoon. Gain +1 Charm and -1 Nimbleness for a day.

RUMORS

- Varney Mumbles needs help tracking down a rare and controversial cooking ingredient.
- The infamous health inspector Veldie Plickaplop has been sniffing around the Shimmering Gar for days now, convinced something is amiss.
- The waiter at the Shimmering Gar is up to his neck in gambling debts.

OUTBOUND RUMORS

- Crystal Cat’s Salads and Rats violates so many health codes it’s not even funny.
- Joony Dabloony is a fraud and stole all his recipes.



VARNEY MUMBLES

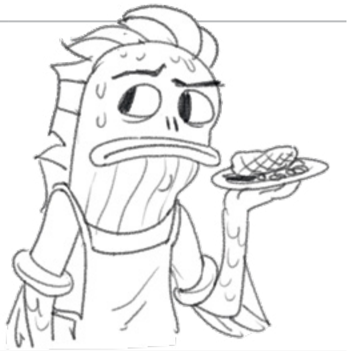
Named for his constant mumbling, grumbling commentary, Varney is a gelatinous goo with an aggressive personality, but you can’t argue with his delicious food. Varney has a high standard when it comes to his fast service. Unbeknownst to everyone, Varney has secretly found a trove of Sporg, an addictive but discontinued food additive that hasn’t seen production in years. Without it, his food is mediocre at best.

- **Traits:** Critical, always gets the last word, sounds like an engine purring.
- **Motivation:** Find more Sporg before he runs out.

IGGY SHNOP

A finfolk waiter at the restaurant who just despises Varney and his mean management style. He’s thankful that he can barely understand Gelatinous Gooese. But Iggy needs the job because of a big gambling debt with the Plucky Duckies that he accrued over at Joony Dabloony’s Tavern (p62).

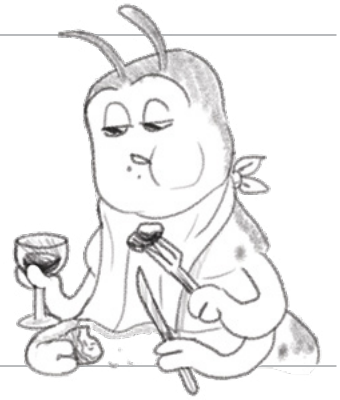
- **Traits:** Hapless, frustrated, sweaty.
- **Motivation:** Pay off his gambling debt so he can get a better job and move his family to New Delve City.



VELDIE PLICKAPLOP

A centiperson health inspector who cut her teeth in New Delve City, Veldie heard all the hubbub surrounding the Shimmering Gar and had to see for herself. While the food is admittedly tasty and the restaurant's cleanliness is passable, she believes something is amiss, but she can't quite put her many fingers on what.

- **Traits:** Fastidious, makes a big production of eating, very blunt.
- **Motivation:** Expose Varney Mumbles as a fraud.



QUESTS

MORE SPORG!

Varney Mumbles has a big secret, but he needs your commitment before telling you anything about the job. He'll pay Ancient ⛁ to make it happen. Good? Okay. Varney uses the infamous food additive called Sporg, which was discontinued years ago, but he's going to run out of his supply soon. Rumor has it that a storehouse full of Sporg could be in the Underlands, somewhere below the old Sporg Factory. Varney isn't exactly sure where that is, but knows it's near Thurf.

- See the Sporg Factory in *The Mucklands Sandbox*. If the PCs haven't been there before, use that scenario as well.
- Turns out there is a huge warehouse beneath the factory in Hex 30.3, closed off from the factory itself by a cave-in. A **TOMMYKNACKER** (L3-C) named Bilge is living down there, having eaten many jars of Sporg. The warehouse is tough to find: Search Check with Disadvantage.
- Bilge doesn't want to part with the Sporg, as it's the best he's ever eaten in his life. However, it's clear that he's addicted to the stuff.

BLACK NAIL BLACKMAIL

Iggy Shnop is miserable! Stuck in a dead end job with a mountain of gambling debt over his head. And now the Plucky Duckies gang is threatening to rat him out to his wife about his debt if he doesn't start paying up faster. You gotta get Iggy out of this jam!

Iggy's wife, Danda, works two jobs: one at the Merchant Exchange and the other at the Underlanding. She's had it up to here with Iggy's shenanigans. If he weren't such a great father, she might have already left him, so finding out about the gambling debt would be a huge blow to their relationship.

- Deep down, Iggy is a decent guy with a gambling addiction. But he's prone to lying, and he's never found his true passion; he needs help discovering it. If he's convinced to come clean to his wife and has a real plan for his future, there's hope for Iggy.
- If the PCs confront the Plucky Duckies to lay off Iggy, they reveal that they are under pressure too, from the Black Nail himself. If they don't produce more cash flow out of Port Lagoonie, the Black Nail has even threatened to personally make an appearance.
  - It won't actually be the Black Nail, but a **MERCENARY** (L6-B) imposter hired by Captain Troodan (p26) to play the part. The Black Nail is helmeted in all black, spiky armor.

PASSING MUSTER

Despite her better instincts, Veldie Plickaplop finds herself strangely craving the food at the Shimmering Gar. The food's presentation is mediocre, but its taste is out of this world, and the lines wrapping around the block prove as much. But Veldie believes there is something suspicious about the restaurant. She's already done her official health inspection and found nothing amiss, but she wants you to investigate—off the record. Talk to people, snoop around. She knows this is unorthodox, but her gut never lies.

- Iggy Shnop has seen and overheard things, but he is only willing to talk if bribed with enough money to pay off his large gambling debts.
  - Iggy knows Varney uses a secret ingredient, but he's never seen it.
  - Iggy recently overheard Varney hire a group of **MERCENARIES** (4xL2-B) to go on some sort of quest for him (see quest **More Sporg!**). The group is traveling east and is halfway to the destination in Hex 30.3.
- If Varney finds out about the PCs' involvement before they tell Veldie anything, he'll pay Ancient ⛁ to keep them quiet.
- If the PCs inform Veldie about the Sporg, she gets the Port Lagoonie Authority to shut down the Shimmering Gar for using an addictive substance in their food. Varney becomes an antagonist bent on revenge against the PCs.

SPOONY LAGOON

Boats and dinghies are always weaving in and out of the clear, green lagoon surrounding Port Lagoonie. Because the space is so small, it only has room for a few large ships at a time. The lagoon itself is home to eyeless white cavefish that are harmless but don't taste particularly good. Ships can exit the lagoon in two directions: north and south. North leads up the Under River, while south leads out to the Breaching Cave (Hex 18.9) and to the surface world along the Wildrun River in the Mucklands. Traffic to and from Muckland Harbor clogs the lagoon everyday in the early morning and late evening.

SIGHTS AND SOUNDS

1. Boggart fisherman paddle beneath huge wood columns holding up a tiny shack.
2. A Lagoonie Port Authority officer blows a whistle at a boggle fishing with sticks of dynamite.
3. An old lady slaps a rug with the broad side of a two handed sword, showering the PCs with dust.
4. An aloof duck bobbing on the water is swallowed by a **BRAYING SABERFISH** with a content burp.
5. A massive merchant tugboat sounds its deafening horn, clearing the way for entry into the Breaching Cave.
6. Goblin kids wave enthusiastically as they lower fishing lines into the lagoon.

WATCHOUT FORT

The Watchout Fort is both the only stone structure in Port Lagoonie and the oldest. The monolithic stone fortification is covered in a green and blue moss that hides almost every inch of the original stone work. It predates Port Lagoonie by centuries and is surmised to have been built as a defensive structure to prevent dragons from sacking an ancient gold mining trade route. Today, Watchout Fort rises from the center of Spoony Lagoon, and is used by the Lagoonie Port Authority to monitor river traffic. But only loremasters know that long ago, it was an important part of the lost kingdom of Epoli.

RUMORS

- Burglars are successfully looting merchant ships and then disappearing like magicians.
- Watchout Fort is said to be haunted.
- A water beast was spotted gnawing on timber stilts.

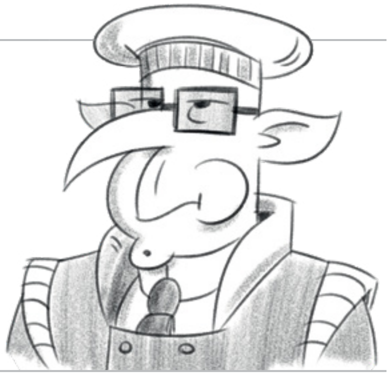
OUTBOUND RUMORS

- The Free Delver's Union is having trouble clearing out bandits and roughnecks from Lightbeam Shaft.

WATCHMASTER WURTHINGTON SKRANGE

As the riverboat traffic authority, Skrange is the goblin responsible for the safety of boats and their passengers as they arrive at Port Lagoonie. Directing captains with a Shrym loudmouther and a pair of bright red flags, Skrange hasn't seen a collision in Spoony Lagoon in twelve years.

- **Traits:** Authoritative, can't be bothered by small problems, obnoxiously chews twifflemoot gum.
- **Motivation:** Prevent accidents in the lagoon and grant passage to newcomers.



BROTWERF HAMMELTOOT

A retired wug sailor from the Scalawag Strand, Brotwerf pilots a skiff around Watchout Fort with the intention of preventing thieves from sneaking up on unsuspecting merchant boats. Brotwerf's experience comes from working as a privateer for the Mucklands Trading Co.

- **Traits:** Living lie detector, swashbuckler, music lover.
- **Motivation:** Keep hard-working, honest folks safe from thievery.

QUESTS

THE MAGIC THIEVES

Brotwerf Hammeltoot is stumped. He's been staking out Spoony Lagoon for weeks but thieves are still successfully looting huge river merchant ships. Watchmaster Skrange is furious, but worse, some merchants are beginning to hire mercenaries and guards that are a little rough around the edges and are causing trouble in the Underlanding. Brotwerf's willing to award Gold 🪙 to any adventurers who can help.

- The robbers are a pair of flitterfolk **THIEVES** (L2-B) who are sharing a *Magic* coat. Named Loogie and Pap, they found the coat floating in a treasure hoard and discovered that it has the ability to make them nigh invisible.
- Every night that they aren't caught, they steal a shipment of goods. For every shipment of goods stolen, there is an incident in Underlanding (p60) as **MERCENARIES** get rowdier.
- If the flitterfolk successfully steal 5 shipments, a **FELMOG KNIGHT** Outrider (L5-C) called Garwin Ironhand takes control of Joony Dabloony's Tavern and Brotwerf Hammeltoot begs for help to clear out the group of **MERCENARIES** (L1-B).
- If the flitterfolk are captured, they'll trade the *Magic* coat for their freedom. The coat is called *Orlin's Oblong Overcoat*: Grants +1 Sneak. If two *Small* folk wear the coat together, they appear to be a single person.

THE MOANING STONES

Watchmaster Skrange isn't a superstitious goblin, but he's been hearing strange sounds coming from within Watchout Fort. Skrange can no longer ignore the noise because it could mean there's a structural issue with the building, which would be a disaster! Investigate the moaning and creaking sounds in the foundations of the tower and report back for a reward of Silver 🪙.

- The **GHOST** (L4-B) of a valiant knight holds the door to the cellar shut, an area which no one at the fort knows about. The knight is preventing a horde of **SKELETONS** (L10-G) from entering. The skeletons have recently returned to the location, awakening the restless ghost to defend his age-old post.
- The knight's own skeleton is slumped in the corner of the room, wearing a star and flame emblem of Epoli, which no one in Port Lagoonie would recognize. The knight cannot remember their own name, but does remember that the Gloom King has attacked Epoli and it is his duty to protect the tower and its relics from all attackers.
- Helping the knight defeat the skeletons will allow him to finally rest. He tells the PCs that the relics are hidden beneath the floor, and that the contents cannot fall into the wrong hands.
- **HEROIC TITLE ACHIEVEMENT:** Help defeat the horde of skeletons.
  - ***Guardian of Epoli*** ♔**.** The Order of the Ember knights regard the PC with trust and respect.
- Sure enough, there is a Mythic Hoard beneath the floor. If Skrange or Hammeltoot find out about it, they claim the hoard for the Port Authority and don't understand the significance of the knight's charge.

OLD BESSY

Brotwerf Hammeltoot is sick with fear. He'd heard rumors that a monster was lurking in the waters of Spoony Lagoon, but he never paid them any mind until he saw it for himself. Brotwerf struggles to describe the creature, other than that he saw a huge green hump and white teeth gnawing on the beams of the piers. Find the creature and get rid of it, and Brotwerf will pay Gold 🪙.

- The creature, referred to by the folk in Port Lagoonie as Old Bessy, is a juvenile **RIVERSAUR** (L6-B) that's teething. The creature is in a tremendous amount of discomfort because its gums ache and could be hostile. However, the creature isn't *Huge* yet, just *Large*.
- If the PCs help the baby riversaur leave Port Lagoonie peacefully, it could return to aid them as a full grown adult sometime in the future if they are in trouble in the water.
- If the PCs defeat the baby riversaur, it flees the lagoon, only to return when it is older.

CRYSTAL CAT'S SALADS AND RATS

Little more than a shanty on long, wooden beams, Crystal Cat's Salads and Rats is a Spoony Lagoon staple for sustainable eats. A dozen or more parked skiffs are commonplace here, as everyone around wants to get a taste of the magic. Operated by everyone's motherly friend, Crystal Cat, a boggart with a heart the size of a gourd, the restaurant is most notable for its river rat-based dishes and river weed salads. However, the restaurant has struggled to maintain clientele lately due to the opening of a cheap, delicious restaurant in Planktown called the Shimmering Gar.

MENU

- Rat Fricassee on a Bed of Weeds: The delicious house specialty is sure to build up your immune system on those long river voyages through the Underlands. Grants immunity to **POISONED** for 2 days. Copper ⛁.
- Weeds Fricassee on a Bed of Rats: Not to be confused with Rat Fricassee on a Bed of Weeds, this green garnished rat stew is perfect for up to 4 people. Grants immunity to the **TIRED** Condition for 2 Days. Silver ⛁.
- Ty's Homebrewed Glog: Fermented river weeds with a dash of river rat, a mug of Ty's glog is served ice cold and frothing at the rim. Grants +1 Temporary Courage. Copper ⛁.
- The Big Salad: A really big salad with all the fixings: river weeds, wettish leaf, rat chunks, cave carrots, mushrooms, imported Mucklands tomatoes, and a savory rat cheese dressing. Gain +1 Vitality for 2 days. Silver ⛁.
- Rat Salad Sandwich: Pulled rat meat mixed with a tangy rat egg emulsion and pickled cave carrots, spread onto mushroom meal bread. Heal 2 Courage. Copper ⛁.
- Rat-on-a-Stick: Hair-on and burnt to perfection. Quality Ration. Copper ⛁.

RUMORS

- A weird guy has been hanging around Crystal Cat's Salads and Rats, and it's creeping out the customers.
- The River Rat Cook-Off is coming up, and Ty Tuckwaller is hiring helpers.

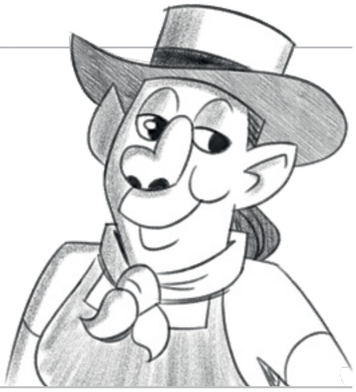
OUTBOUND RUMORS

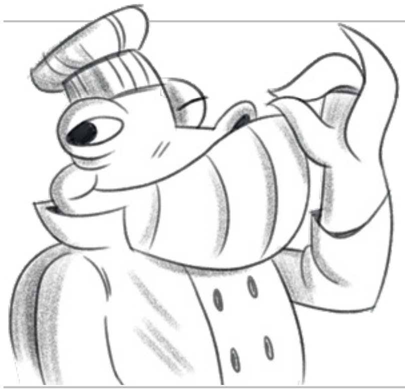
- In the far reaches of the Fungal Jungle, there is a place where friendly witches grant wishes.

CATEREEN CRYSTAL

Fittingly, Crystal Cat has a false eye made of a rare gem called moon glass. Cat is an accomplished chef who designs all her menus based on the food that she used to eat as a girl growing up in the boonies of the Underlands along the Under River. However, her days cooking the meals are behind her, as she now focuses on hospitality.

- **Traits:** Great listener, lived a rough life, doting.
- **Motivation:** She never had children of her own and so fills her time being a mom to all the weary travelers that come through.

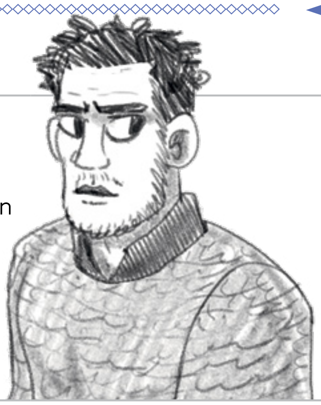




TY TUCKWALLER

The whalen cook at Crystal Cat's Salads and Rats, Ty is an award-winning kitchen savant who believes in sustainability. That's why he catches rats living in the bowels of river boats and gathers river weeds and algae right from the lagoon and Under River.

- **Traits:** Great cook, boisterous, competitive.
- **Motivation:** Beat out the fancy new upstart Varney Mumble at the Shimmering Gar for best chef in Port Lagoonie.



ANIDAR

Clad in a dingy chain shirt, the mysterious man known as Anidar recently came to Port Lagoonie looking for work. Each day he does a shift at the Underlanding and then comes in for dinner at Crystal Cat's. For being quite reserved, he talks to many folk. Unbeknownst to everyone but his enemies, Anidar is a Knight of the Order of the Ember who is searching for a lost reliquary of Epolian artifacts.

- **Traits:** Strapping, clearly something on his mind, feels everyone out in conversation.
- **Motivation:** Find the Lost Reliquary.

QUESTS

THE PORT LAGOONIE RIVER RAT COOK-OFF

The annual festival is kicking off and this year there's a rivalry everyone is talking about: Ty Tuckwaller vs. Varney Mumbles in the cook-off. But Ty Tuckwaller is convinced that there's foul play over at the Shimmering Gar. And he fears that if he loses, Crystal Cat's will have to shutter their doors. Thing is, Ty got an anonymous tip that Varney Mumbles is planning to use an illegal secret ingredient to win the competition. Can you snoop around unseen and uncover the evidence before the competition in two days?

- The anonymous tipper is one of Varney's waiters, Iggy Shnop, who feels he is treated poorly.
- Varney Mumbles is going to use an illegal **CLUNCH DRAGON** egg, which can be toxic if not prepared correctly. He's hiding the egg in his office safe, which is booby trapped with an explosive yellow paint shooter. The safe is difficult to crack and inflicts Disadvantage on Checks. However, there is a key that Varney keeps around his neck which he only removes when he goes to sleep in his Shane Shandar themed pajamas.
- If Varney is exposed as a cheater or the PCs find a clever way to help Ty win, they are awarded free meals at Crystal Cat's Salads and Rats forever.

SEARCH FOR THE RELIQUARY

A mysterious patron addresses you calmly but with purpose. He introduces himself as Anidar and shares that he is in need of aid. He has been in Port Lagoonie for two weeks now and has finally found a lead in what he's searching for. But his enemies have caught up to him. As stalwart adventurers, would you band with Anidar and help him leave town, making sure his enemies do not waylay him? There is a promise of Gold 🪙 if Anidar is able to find what he's searching for.

- As an Ember Knight, Anidar is being pursued by agents of the Gloom King: a group of **CULTISTS** (L3-G) led by another **SORCERER** (L6-B) named Sevriss has been tracking Anidar from the Mucklands. Sevriss is a human woman whose face is stitched together. She has a shock of bright yellow hair and wears black armor with red wraps on her limbs. Sevriss won't stop pursuing Anidar until she is defeated.
- A **SORCERER** (L5-C) named Roke, of the Broken Circle, periodically visits Wishful Inking Tattoos (p52) and will also pursue Anidar if there is commotion in town.
- Anidar is trying to find the Lost Reliquary (p83), and has learned of a direction to go after speaking with some dweorgs. Apparently this reliquary is impenetrable.

THE EYE OF CRYSTAL CAT

As you're minding your own business in Crystal Cat's Salads and Rats, a rough looking crew of black-clad dweorgs busts through the door. "There she is! That's her!" one of them bellows, pointing at Catereen who is laughing it up with some regulars. Before you can do a thing, the dweorgs are already surrounding her. "Get the eye!" they shout, "Rip it out of her head if you have to!"

- The three **DWEORGS** (2xL7-G, 1xL4-B) secretly work for Krol, Prince of Gems (p68). Months ago, Krol ate at Crystal Cat's and instantly recognized the value of Catereen's moonglass eye. Not only is it moonglass and worth Ancient 🪙, but Krol suspected it to be a legendary "decoder" gem that reveals the hidden writing of a map in his possession leading to a treasure called the Lost Jewels of Epoli.
- Catareen is clueless about the true power of her moonglass eye. As a young woman, not long after she lost an eye in a boating accident, she found the gem washed up on the banks of the Under River and thought it was so beautiful that she fashioned it to fit in her empty eye socket.
- If the dweorgs are defeated, more **DWEORGS** (of similar Level and Class) seek out the PCs or Catareen to get the moonglass eye.
- If the dweorgs get away, they return to Krol in Zrr'ghgrg. Krol the **DWEORG** (L6-C) puts up a fight, but he can be persuaded to cut the PCs or even Catareen into sharing the treasure if his hand is forced. However, Krol will look for every opportunity to betray the PCs if they seek the treasure with him.
- Krol's map appears blank, but the moonglass eye reveals the writing when viewed in the moonlight. The map leads to a **RANDOM DUNGEON** located in Hex ___.
  - The Lost Jewels of Epoli are seven **STARFELL SHARDS** and a glowing **FIRE DIAMOND**. Using them in crafting makes the items *Magic*.

THE UNDERLANDING

Horns blare as riverboats lurch into port, and dozens of ships bustle with shipping crews and merchant traders night and day. Lanterns swing from the hands of harbormasters barking orders as sailors and dock workers alike holler back in kind.

PORT ENTRY

Every newcomer must be given a Port Pass, which is periodically checked by the Port Lagoonie Port Authority and even vendors. Non-compliance can result in a fine of Copper 🪙, or arrest if combined with other illegal activity.

All merchant vessels must dock at the port, where tons of cargo are transported onto land and river each day. The Port Authority oversees everything here. Any ship unloading cargo is required to present a bill of lading signed off by the harbormasters.

Smuggling Through the Port

Getting past the harbormasters without being checked requires Trickery or Sneak Checks.

RANDOM UNDERLANDING VESSELS	
1	*The Velvet Saber* (River Baron)
2	*The Black Mallard* (Pirates)
3	*The H.L. Googenhopper* (Explorers)
4	*The Sun Crawler* (Cargo Ship)
5	*The Bountiful Boon* (Merchant)
6	*The Justicar* (Mucklands Trading Co.)

RUMORS

- A wealthy merchant is hiring muscle to sail up and down the Under River.
- The Port Authority is cracking down hard on smugglers and sending offeders to prison.
- A cantankerous selkie captain always fouls up the lagoon with her fility vessel.

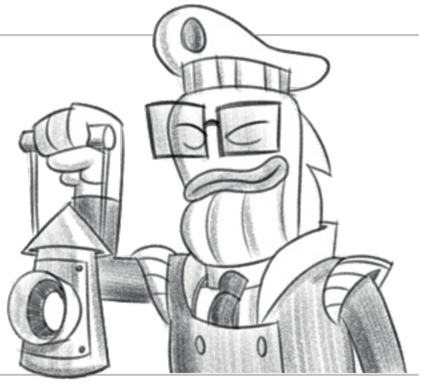
OUTBOUND RUMORS

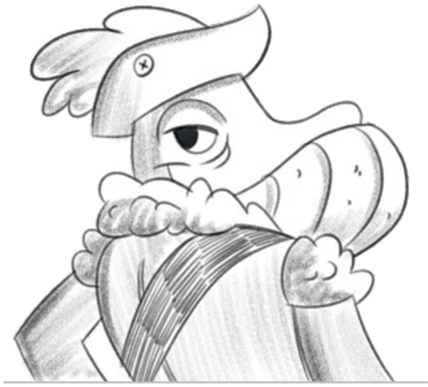
- Pirates have taken over the Scalawag Strand and are bound to invade the Under River.
- The mushrums of Mycelior have opened their doors and are trading with other folk for the first time ever.

HARBORMASTER ZAM

A finfolk Port Authority senior official who is well-liked among the local merchants and sailors, Zam is fair and lenient, willing to give others the benefit of the doubt. But he's also no fool and has a knack for discerning lies. He wears big glasses and a flowing trench coat, and he always carries a bright lantern.

- **Traits:** Lenient, jovial, squinty.
- **Motivation:** Make the Underlanding a welcoming and well-regulated place.





POW WINDWAY

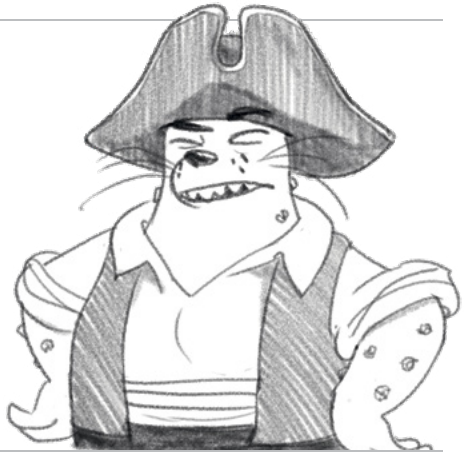
A whalen merchant who's always in and out of Port Lagoonie, Pow has a reputation for being quite the tycoon, decked out in fine coats and tricorn hats. She has made most of her fortune trading with dweorgs and, recently, mushrums of the Fungal Jungle.

- **Traits:** Strict, follows rules, dislikes rudeness.
- **Motivation:** Share culture and business with distant folk and get rich doing it.

LURCHIN’ LAROO

The squinty-eyed, barnacle-laden selkie, is captain of the riverboat *Flounder*. Laroo isn’t well-liked, having made a name for herself “lurching” into harbors late for delivery, often missing cargo. After a few years of botched jobs, she’s been left working with clients of an unsavory nature.

- **Traits:** Defensive, penny-pincher, messy.
- **Motivation:** Revitalize her reputation by re-fitting the *Flouder* to be so fast as to “cut through the water like an arrow through a cloud!”



QUESTS

UP THE UNDER RIVER

Harbormaster Zam has an important merchant friend that needs escorting on the Under River, all the way to Thurf and back. With banditry as it is these days, a few good swords would go a long way in protecting the merchant’s goods. The merchant is a whalen named Pow Windway, and her vessel will be ready to leave on the morrow. She’s willing to pay two pouches of Gold ⛁.

- Pow Windway’s riverboat, *The Windwafer*, is stacked with crates and crates of Elemental Components, many of them from the Abyss, which are rare and highly prized.
- **DWEORGS** (4xL3-G, 1xL5-B) attack when *The Windwafer* is halfway up the river. One of them heard about the call in town and went to gather a posse.
- At Thurf, the River Watch, the faction that polices the riverways of the Mucklands, tries to confiscate some of the crates filled with the most valuable components. The **GUARDS** (3xL6-G) are clearly crooked and throwing their weight around.
- To make matters worse, the buyer that Pow Windway has lined up isn’t there, and instead, a group of Sootfinger **GANGSTERS** (6xL4-G, 1xL5-C) ambushes the party. The Sootfingers have the money that the buyer was going to pay Pow.
- On the way back to Port Lagoonie, any one of these assailants can return to try to take the money Pow Windway received.

THE MUSHRUM FOOD

Ever since the folks at Dungeoneer Academy made first contact with the mushrums of the Fungal Jungle, Pow Windway has seen great potential in establishing trade with them. Her first expedition was decent, but Pow believes she now knows what goods the mushrums desire: food! The trouble is, the region is quite wild and dangerous. Make sure Pow doesn’t become monster food on her way through the Mushroom Maze, and she’ll pay Gold ⛁.

- The way into the Fungal Jungle by river is straightforward enough. But then the party will need to disembark and head toward the mushrum city of Mycelior (p120) using Pow’s wagon.
- On the journey by wagon, Wandering Intruders will be drawn to the smell of the transported food.
- The mushrums are wary of visitors, but once they taste the food the Pow has brought—Nork’s Noodles, Fizzy Wiz, and Kraken Jerky—the entire population’s mood changes to giddy and excited.

DE-FOULING THE FLOUNDER

Out in the harbor, a filthy selkie riverboat captain barks angrily at Harbormaster Zam to let her lay anchor so she can get to work. The captain is one Lurchin’ Laroo, the infamously unreliable captain of the *Flounder*, the worst-looking freighter in the Underlands. Laroo bellows at you, offering all the pennies she’s ever pinched for a few strong backs to help her refit the ailing ship. Laroo will pay a pouch of Gold ⛁ for each of three jobs to get the *Flounder* into tip-top shape.

- De-fouling the Hull: Laroo can’t afford the dry dock fee, so she needs the PCs to dive under the boat and scrape it clean of gunk. But, there’s more than gunk on the hull—there’s a whole colony of **ZOMBIE BARNACLES** that’s been thriving for what must have been years.
- Clear the Bugs: Laroo complains she always loses cargo because of the infestation of **WARBLING TRAPNOODLES** below. The hold is filled with muck and old, stinky vegetable matter.
- A New Rudder: Laroo isn’t sure where to find a suitable replacement rudder for her rare selkie freighter, but she recommends finding a trader willing to make a deal. Doonhoff Speeler will offer a replacement rudder in exchange for completing another quest.

TYCOONIE ROW

Port Lagoonie is one of the busiest ports in the Land of Eem, empowered by the success of the dungeoneering industry of the Mucklands. With constant shipping and receiving, merchants and vendors gather to sell and trade their raw materials and freshly manufactured goods right here in Tycoonie Row. Located next to the port itself, the district is bustling with deals on every corner, and new cargo flowing up and down the streets.

SIGHTS AND SOUNDS

1. A harbor master blows a whistle, clearing a massive Krog & Sons, Inc. barge to leave Spoony Lagoon.
2. A pair of boggart pickpockets run from a town guard, laughing gleefully.
3. A bogril merchant examines a dweorg's gem with a giant magnifying glass.
4. A crane offloading a crate marked SPL TNT shudders, and workers on the ground hit the deck!
5. Guards block onlookers from ogling a wealthy merchant who enters the Merchant Exchange building.
6. A mushrum riverboat captain cries: "All Aboard for the Underdeep!"

JOONY DABLOONY'S TAVERN

Hard travels call for hard cider. And at Joony Dabloony's you'll get just that, both figuratively and literally. Joony the brewmaster has made a name for himself serving a variation of dweorg cider called Limey Stone, made from limestone extract and a citrusy moss called quob moss (which quobs love to eat).

MENU

Copper

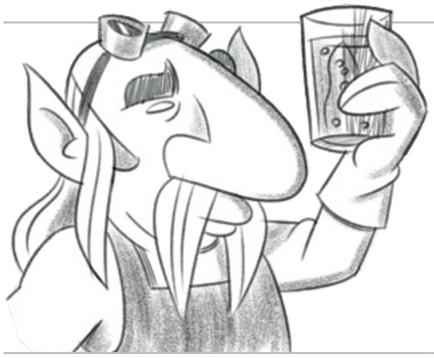
- Limey Stone Cider: An earthy, syrupy cider that has a citrus taste. It's a favorite among Under River sailors as it has a reputation for hardening the spirit and the body. Gain +1 Mettle or Vitality for the remainder of the session.
- Limey Stone Pie: A hearty baked dish with a distinctive green crust, it is famed for keeping one's belly full. Eliminates the need to eat for a session.

RUMORS

- Joony Dabloony's Tavern has the best cider in town, and they're always hiring for odd jobs.
- A shrym from Shrym wants to hire a few good adventurers to delve into the Abyss and find his lost brother, if he still lives.

OUTBOUND RUMORS

- Eeshar Odryn in Zrr'ghgrg hopes to one day reclaim the Crystal Kingdom for the dweorgs.
- The Great Chasm is rife with beasts like nether bhargs, sarvangs, and cragnarks. It just isn't worth traveling to the Abyss!
- There's a place of refuge called Jellyhaven somewhere in the Shimmering Shar, but no one knows where it is.



JOONY DABLOONY

The dweorg brewmaster is responsible for revitalizing the Limey Stone cider tradition. Joony keeps to himself, preferring to focus on the craft of dweorg cider making, sequestering himself from the social side of the business.

- **Traits:** Focused, aloof, hates braggarts.
- **Motivation:** Make the finest ciders in the Underlands, including a new brew inspired by a rediscovered ancient recipe.

KURG BURG

Joony's business partner and close friend, Kurg has a far better business sense than Joony, who can be quite hands-off. Though Kurg loves Joony, the brewmaster can be difficult to work with when he disappears in his brewery for days at a time.

- **Traits:** Practical, entrepreneurial, loyal.
- **Motivation:** Keep the lights on by managing and marketing the tavern.

BURNHAM ZOG

Hailing all the way from Shrym, Burnham is searching for his brother Herman who went on some cockamamie quest to explore the Abyss. It's just like Herman to get into a whole heap of trouble! Burnham promised their mother that he would find Herman, so now here he is, and he isn't super thrilled about it.

- **Traits:** A bit old for this sort of thing, perturbed, loves his brother deep down.
- **Motivation:** Find his brother Herman Zog.

QUESTS

THE ROYAL RECIPE

Joony Dabloony recently discovered a recipe for an ancient dweorg cider in the annals of his dweorg history books. The recipe is quite complicated but, according to the ancient dweorgs, results in a drink that restores one's youth. The only problem is the key ingredient, called **NETHER NETTLE**, is rare and only found in the depths of the Abyss. Joony will pay a pouch of Silver 🪙 for each **NETHER NETTLE**.

- If the PCs are successful, Joony starts selling nether nettle cider for Gold 🪙. A gold, sparkling cider with a salty sweet taste. Gain +5 Temporary Courage. Then roll 1d6: On a 6, the PC becomes a year younger, which amazingly heals any Lasting Injuries sustained in the last year.

LIMEY STONE CIDER EXPORTS

Kurg Burg has a lucrative business proposition. He's looking to expand the business to the Overlands! For each keg of Limey Stone Cider delivered to a different non-Underlands settlement, Kurg Burg will pay a pouch of Silver 🪙.

- Kurg has deals lined up in Bogtown, Thurf, Thrig, Junktown, Rascalton, Muckland Harbor, and Dunk (see *The Mucklands Sandbox*).
- The kegs are 6-Slot items. Should a keg be lost or destroyed, the PCs will owe Kurg Burg a pouch of Silver 🪙.
- Everyone knows **BANDITS** love cider, and they come out in droves to steal the kegs. Add them liberally to random encounters.

THE SEARCH FOR HERMAN ZOG

An older shrym in glasses, named Burnham Zog, has been frequenting Joony Dabloony's Tavern all week, trying to put an expedition together for a descent into the Abyss. He's looking for any trace of his brother, Herman, who went missing several years ago. But knowing Herman, Burnham is sure that he's still alive. Herman has his shortcomings, but his resourcefulness isn't one of them. Well, now it's up to Burnham to pull his brother out of the fire once again, just like when they were kids. He's paying Gold 🪙 to anyone that joins him on the expedition.

- Herman was always interested in the mythic titans of proto-history, and has even written books about them. He is most famous among dungeoneers for partially exploring the Hollow Mountain, a hotbed of titan archaeology.
- Burnham is much more practical and not an explorer at all. He's a dentist. In fact, he is pretty useless as an adventurer, other than being a good cook (+1 with Advantage).
- Herman is trapped in the Idol of Zog. After a terrible misunderstanding involving a giant skull and some abyssal **TROGGLES**, the creatures now believe the voice of Herman Zog is a god. See quest **The Wrong Headspace**, (p295).

SCRATCH STREET

With merchant vessels docked everywhere and their crews looking for places to resupply and spend their hard earned "scratch," most look no further than Scratch Street. Here merchants and tradesfolk line the streets, and adventurers can make purchases of gear, weapons, rations, etc. The whole street is actually one big emporium, operated by the infamous Pilkey Pete, a shrym who really knows how to strike a deal.

SHOPPING

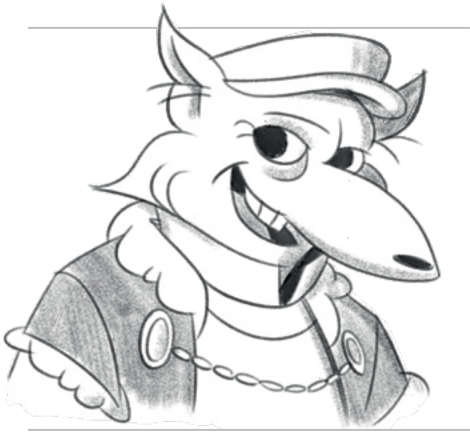
All *Mundane* items and Special Services and Vendors listed in the Core Rulebook are available here.

RUMORS

- The prices for goods on Scratch Street are going through the roof (every Coinage is x2), and folks are livid.
- Pickpockets are everywhere on Scratch Street.

OUTBOUND RUMORS

- The River Watch are vying to take over the Under River and eventually control of the port.
- The leader of the Black Nail Clan is someone prominent in New Delve City.



PILKEY PETE

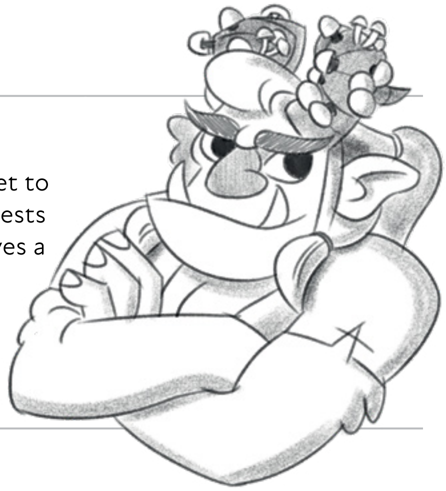
The shrym tycoon renowned for his ability to make a deal happen. Whether it's through conventional coin transactions or creative barters and trades, Pilkey Pete always seems to get business rolling.

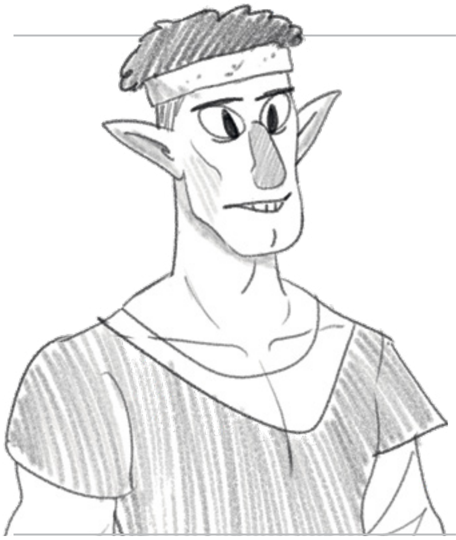
- **Traits:** Haggler, item loremaster, likes bribes.
- **Motivation:** Keep folks from walking away before a deal is made.

KOOSER THE BRUISER

Pilkey Pete's bodyguard is a troll with mushroom-covered horns. If you want to get to Pilkey Pete with a question or complaint, Kooser is the moat dragon. Lots of requests go into her special filing cabinet (the trash). If you know Kooser, you know she loves a good game of Rascal Rummy or Huzzah.

- **Traits:** Stalwart, not good with numbers, abhors rascals.
- **Motivation:** Send earnings back home to her sister and her kids in the Drippy Downs.





PIP HUNDO

Pip Hundo never thought he would be the leader of a gang of pickpockets and burglars. His true love is muckball. But when his semi-pro team, the Slink Worms, went under due to low attendance, a mysterious benefactor called the Black Nail promised to resurrect the team if the players did some illicit work. Unfortunately, the Slink Worms were great at being thieves and made decent cash—and now Pip's teammates don't care too much about muckball.

- **Traits:** Jock, cagey, often asks "hey, do you dare me to..."
- **Motivation:** Restart his semi-pro muckball franchise.

QUESTS

FAREWELL TO STRONGARMS

It's no secret that between the dungeoneer rivalries and the constant threat of the sarpathi snake cult, business has had its highs and lows. But lately, prices for everything have been going through the roof. In fact, everything in the Underlands is twice as expensive as before, and Pilkey Pete blames Subterranean Pits and Lairs LLC! They're price hiking to earn extra profit off the little guy! Something needs to be done. Can you prove it and alert the authorities in Castle Gargoon?

- Asking around on Scratch Street leads to multiple merchants mentioning that an SPL armored boat from the Mucklands arrives in the Underlanding every week. The boat collects mountains of coins, but it is also attended by someone named the Accountant, a squirrely goblin with huge glasses.
- If the PCs investigate, they see that the Accountant is accompanied by two boggart **GUARDS,** Marlk and Quadd (L5-B), not to mention the crew that loads the cash inside. The Accountant writes in an ironbound ledger before returning inside the boat.
    - The ledger proves that SPL is collecting unauthorized taxes.
- Stealing the ledger is difficult as the Accountant is practically always clutching it. Marlk and Quadd are tough, and if the PCs get the ledger, the Accountant orders the guards to track them down, across the entire Underlands if need be.
- At Castle Gargoon, the PCs are accosted by castle **GUARDS** (4xL6-G) who SPL bribed to stop them from bringing the ledger to the royal family.
- If the PCs successfully present the evidence to the Gargoons, they learn that Lord Tymids is working with SPL and taking a cut. He justifies it to Beatrix by saying that the deal is filling the coffers of the royal family, but she doesn't buy it. Lord Tymids is relieved of his duties.
- Prices go back to normal and the Accountant, any remaining guards, and several SPL executives staying in High Rock are arrested. Beatrix awards the PCs each a random *Magnificent* item from the royal treasury.

THE SLINK WORMS

Crime is up throughout Port Lagoonie, but nowhere so much as Tycoonie Row. Pickpockets and burglars called the Slink Worms are stealing left and right and Kooser the Bruiser can't handle them all herself! Drive the Slink Worms out of town for a reward of Gold 🪙.

- The Slink Worms are everywhere. Upon catching a thief, however, it becomes clear that they are not the ones calling the shots. In fact, they are torn between two brutal masters: the Black Nail in New Delve City (p26) and the Cloaked One in Port Lagoonie, who is secretly a shape-changing **SORCERER** (L6-C) named Margir (p107).
    - Margir desires a key in the possession of a traveling Order of the Ember knight-errant named Rolan. The key is big and marbled with molten rock. It opens a secret door inside Audrastica's Tomb in the Shimmering Shar (p245) which hides the wizard's library.
- Pep Hundo, the face of the Slink Worms, will explain that they weren't always thieves. They were a semi-pro muckball team before their franchise collapsed. The Black Nail promised they could get the team funded again if they did some illicit work. But now the Black Nail is the least of their worries, because along came the Cloaked One. He threatens curses and worse if the Slink Worms don't find someone named Rolan and a molten key!
- Rolan just arrived in Port Lagoonie and is staying at Joony Dabloony's. He's resting and resupplying before leaving for Audrastica's Tomb to retrieve and protect the library books from evil doers. Rolan embarks the next day. If the PCs don't catch up to him, Margir will, and Rolan is no match for Margir.
- Rolan will not relinquish the key, which he found while searching for buried Epolian relics. He insists that the books must be hidden where no sorcerer can ever find them. The key is enchanted and cannot be easily destroyed.
- If the key is somehow destroyed, Margir abandons his quest, transforming into a shadowy **NETHER BHARG** to fly away. He returns to his business at Castle Exile (p106).
- If Margir acquires the books, he heads for the Stone in the Mucklands. From there, he will go to the Broken Country, the distant realm of the Gloom King, north of even Felmog.
- If the PCs drive out Margir the Cloaked One, the Slink Worms will reduce their criminal activity, but they still owe tithes to the Black Nail in New Delve City.

THE MERCHANT EXCHANGE

The towering trade hub made from timbers hauled in from the Mucklands, the Merchant Exchange stands five stories tall. The structure was built by the venerable Doonhoff Speeler, the merchant master of the Underlanding and boasts one of the most robust materials exchanges in Eem. Here adventurers, miners, and merchants barter and trade instead of dealing in Coins.

TRADING RULES

CRAFTING

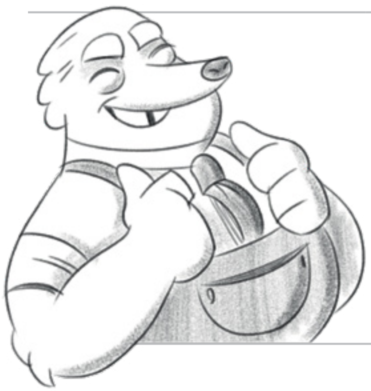
- Trade any Component for a Mucklands or Underlands Component—except Components only found in the Abyss which are rare.
- Trade 10/15/20 Materials for a *Mundane* item that costs Copper/Silver/Gold ⛁.
- Trade 2 items that cost Gold ⛁ for 10 Materials.

ITEMS

- Trade 3 *Mundane* items for a *Mundane* item of the same Coinage.
- Trade 3 *Magnificent* items for a *Magnificent* item of choice (with a random Trait).
- Trade 2 *Magic* items for a random *Magic* item.

RUMORS

- A rare sharwhale skeleton was recently discovered, and Doonhoff Speeler is hiring adventurers to retrieve it before someone else does.
- The Merchant Exchange is the best place to trade for items in all the Underlands.
- Court Jester gangsters have been harassing the Merchant Exchange lately, bothering customers and stealing goods.



DOONHOFF SPEELER

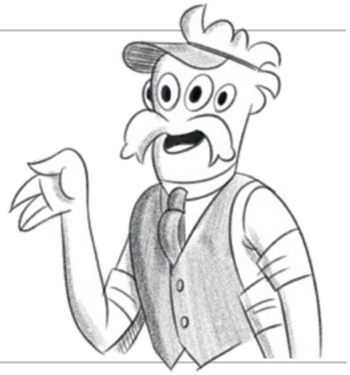
The merchant master of the Merchant Exchange, Doonhoff is a moledwerp miner turned materials merchant. After years of poor trades and feeling cheated by large dungeoneering outfits, Doonhoff founded his own exchange that made fair trades. In time, the exchange was so popular that the dungeoneering companies pulled up their stakes and decided to trade elsewhere.

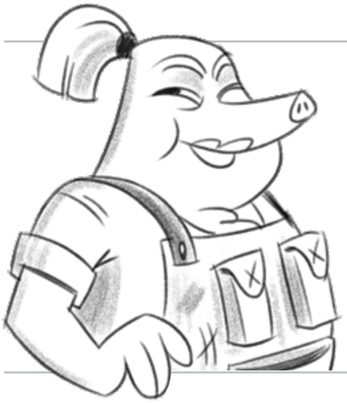
- **Traits:** Strong sense of justice, enthusiastic, heck of a handshake
- **Motivation:** Trade fair and trade a lot!

CHYTTER WYK

A **SPITHRA** exchange clerk, Wyk utilizes his many dextrous limbs to sort and organize different components as they are purchased by Doonhoff. Wyk loves his work, believing that Doonhoff is a true class act.

- **Traits:** Meticulous, knows every component recipe, stutters.
- **Motivation:** Keep organized and prevent **NABBER RATS** from infiltrating the stockroom.





MEM TUCKET

A moledwerp shoeshine, Mem has a broad smile and is darn proud of her work. Owner and operator of her booth for ten years, Mem was once a coal miner. She always hated being covered in soot, especially when it coated her shoes, so she retired from that dirty life to become a shoeshine.

- **Traits:** Proud, eager to please, spits on everything to clean it.
- **Motivation:** Bring a smile to folks and never be covered in soot again.

QUESTS

THE SHARWHALE HUNT

Doonhoff Speeler has learned from one of his staff that the skeleton of a **SHARWHALE** was discovered in the Endless River of the Fungal Jungle. Not only is this rare, it's unheard of so far away from the lower regions of the Underlands. Doonhoff is offering a sum of up to Ancient ⛁ depending on the condition of the beast's precious crystal horns.

- The bones of the sharwhale are valuable to not just Doonhoff. Black Nail **BANDITS** (8xL4-G), **DWEORG** treasure hunters (6xL5-B), and a roving warband of **LORGADS** (3xL4-B, 1xL6-C) are all interested in finding the crystal horn.
- The sharwhale skeleton is located in Hex 16.12 at the bottom of the river. Removing the horns without damaging them is actually difficult, and it requires a Wilderness Check or some other solution the PCs come up with.
- The crystal horns are said to have divine powers. In addition to being used in the crafting of valuable items, the dweorgs believe that rubbing a sharwhale's horn grants good luck.

THE POOR, UNFORTUNATE GROL

Chytter Wyk is in trouble. He's never misplaced a single component in Doonhoff's warehouse, but now a fortune has gone missing. There's no evidence of foul play, but someone must have broken into the warehouse to steal all the gems and stones that he'd been cataloging from a recent trade with a dweorg from Zrr'ghgrg. Find the missing gems and help Wyk catch the culprit responsible for a reward of 10 Elemental Components.

- The gems were not stolen; in fact, they were never really there. The dweorg, named Grol, who "traded" the gems on behalf of his brother Krol, Prince of Gems (p68) used a *Magic* ring to create an illusion of a vast trove of gems while he kept the real haul for himself.
- There is no sign of foul play, which is very curious, but a successful Perception or Search Check reveals traces of magic: ephemeral sparkles.
- If the PCs seek out Grol, locals say he headed to New Delve City days ago. He can be found at Club Highlife, eating four course meals and drinking the finest cider. He's surrounded himself with an entourage of lackeys and hangers-on.
  - Despite this, Grol maintains his innocence in the whole affair, claiming that he would never cross his boss and older brother, Krol.
- Grol's gaudy *Magic* ring is on his finger. It's called *The Ring of the Dragon's Eye*, and it can project an illusion of something that the ring has "seen" before.
  - Legend has it that a wizard used the ring to fool a greedy **DRAGON** (L8-C) called Galvathrax into leaping head first into a volcano. Every time the ring is used, the charred and scarred Galvathrax can smell it and goes hunting for its owner to seek their revenge. If the ring is used 4 more times, Galvathrax the Greedy arrives with vengeance in their heart.
- Grol is a coward and doesn't want to fight, opting to flee when he has the chance. If caught and threatened with getting his brother Krol involved, he will admit his guilt, explaining that he lives under his brother's thumb and just wanted to get what was due to him. He'll deliver the remaining gems to the Merchant Exchange.

SHINE ON

A plucky shoeshine named Mem Tucket offers to polish your footwear free of charge to promote her amazing, magical shoe polish. One shine and you'll be light as a feather, swift as a falcon, and as good a dancer as any centaur!

- The *Magic* shoe polish looks fantastic, but unbeknownst to Mem, it is actually **CURSED**.
- Anyone who gets a shine rolls 1d4. 1 = Fart sounds when you walk (-1 Sneak), 2 = Stinky feet (-1 Charm) 3 = Sticky feet (-1 Nimbleness), 4 = Can't stop dancing (-3 Courage). The polish was sold to Mem by a Court Jester member called The Great Morko, who was playing a prank.
- The Great Morko is actually two boggles **GANGSTERS** (2xL5-G) in a trenchcoat. They're skulking around and are about to pull an elaborate prank on the Merchant Exchange, and Mem specifically, by dusting the location with black soot from the cavern ceiling and releasing **NABBER RATS** everywhere to steal people's wares.

Zrr'ghgrg

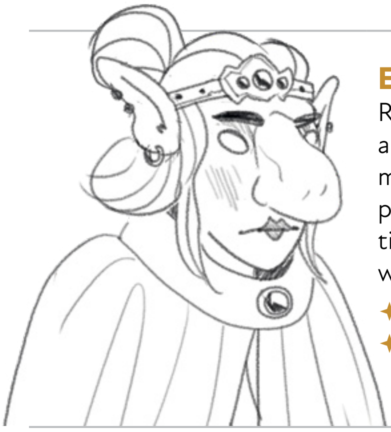
Hex 19.3. The underground travel hub of nomadic dweorgs is the sister settlement to Yrr'ghgrg on the surface world. Pronounced ZUR-guh-gurg—roughly translated to "Underlands waypoint"—the town by all accounts has the largest population of dweorgs in the Land of Eem. And it has an ancient tradition of producing some of the greatest gem and beast trackers in all the Underlands.

RUMORS

- Eeshar Odryn is looking for adventurers to explore the Crystal Kingdom.
- The Battle Beast Tournament of Champions is held every year in Zrr'ghgrg, and it's coming up fast.
- In Zrr'ghgrg, you can buy exotic pets and socket gems into items.

OUTBOUND RUMORS

- The Crystal Kingdom is inhabited by chromadytes, but the dweorgs will reclaim it soon enough.
- The sarpathi are stirring up trouble in the Underlands again, and they have reclaimed a stronghold in Fangrise Peaks.



EESHAR ODRYN

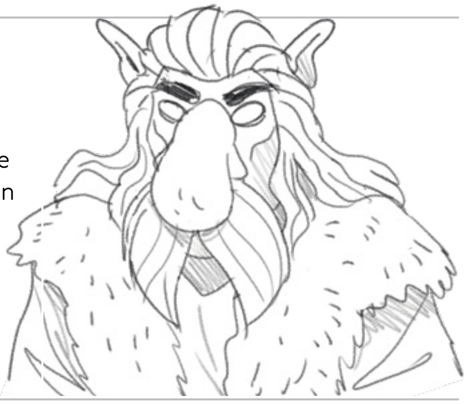
Royalty who can trace her family line back to the Crystal Kingdom, Eeshar is the Krg and de facto leader of the dweorgs of Zrr'gh'grg. As Krg, it is her duty to settle the many disputes that come before her, and she does so with an even hand. Except, perhaps, when it comes to fulfilling the political wishes of the Prince of Gems—a title she officially bestowed upon the miner, Krol. In fact, Eeshar loves Krol but would never show it.

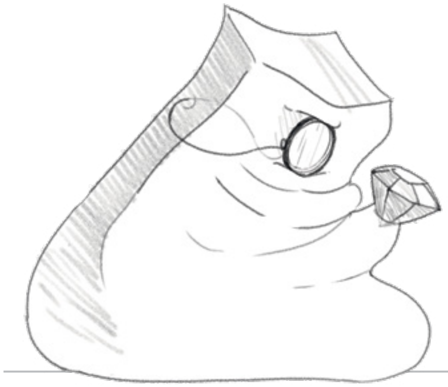
- **Traits:** Patient, burdened, rubs her chin.
- **Motivation:** Honor her family, and find the Heart of Odryn, the sacred gem of ancient dwoerg kings.

KROL, PRINCE OF GEMS

Famed among miners throughout the entire Land of Eem. Krol is the greatest gem tracker in the world, and his fortunes rival that of the great tycoons of the Mucklands, though one would never know it by his rugged attire. Krol is known to partner with, as opposed to capture, gelatinous goos to aid in his gem mining—a fact that has made him a kind of celebrity amongst dweorgs.

- **Traits:** Coy, power hungry, obsessed with gems.
- **Motivation:** Wealth for the sake of wealth.





WEDGE THE SNIFFMASTER

Krol's master of gem sniffing, Wedge is the finest gem sniffing goo in the world and is responsible for a training program that teaches young goos to utilize their gifts to sniff out gems like bloodhounds.

- **Traits:** Entrepreneurial, upbeat, sniffs people.
- **Motivation:** Eliminate the frequent rift between dweorgs and gelatinous goos so they can work together and prosper.

QUESTS

THE HEART OF ODRYN

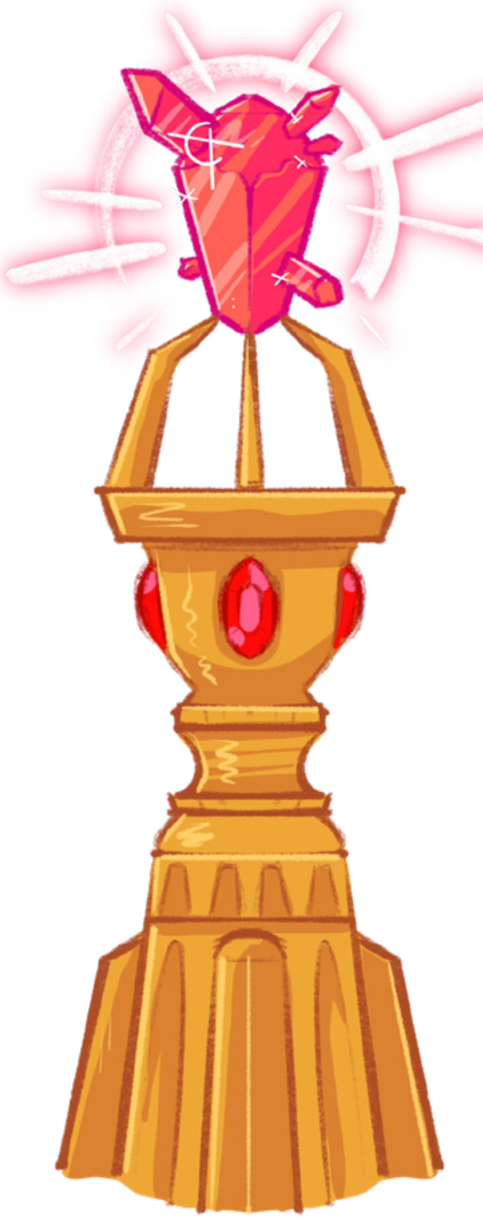
Eeshar Odryn is looking to hire a group of adventurers that she can trust. Word has reached her that the doors of the Crystal Kingdom have been opened, drawing dungeoneers, treasure hunters, and other opportunists to raid it for its wealth and secrets. The Crystal Kingdom is a former dweorg stronghold where the Odryn family once ruled, generations ago (p206). The symbol of their power was called the *Heart of Odryn*, a gem that gleamed with inner light and was affixed to a scepter. Eeshar asks that the gem be retrieved, that she may consolidate her power and rule Zrr'ghgrg. She promises Gold ⛁ and noble titles.

- *The Heart of Odryn* is a *Magic* gem, actually the heart of an ancient **CHROMADYTE** king who was slain by Queen Shara Odryn, Mistress of the Crystal Caverns. The gem now rests inside the Crystal Kingdom in the Gemstone Throne (p211). But the gem is secretly sought by Krol, the Prince of Gems, in an effort to usurp Eeshar's claim to the throne. The way to the Crystal Kingdom is fraught with enemies like **DWEORGS** (5xL6-G), **LORGADS** (2xL3-C), and **RIVAL DUNGEONEERS** (4xL4-G, 1xL4-C) who report to Krol.
- Krol believes, with all the turmoil with the royal family in New Delve City, that this is the perfect time to shrug off old traditions and claim Zrr'ghgrg as his own little kingdom.
- If the PCs retrieve the gem, Krol the **DWEORG** (L6-C) tries to steal it from them, leading a group of **DWEORGS** (5xL6-G) and **MUNG** (3xL5-B). Krol also claims that he is the wealthiest individual in all the Underlands and would be a benevolent ruler. If given the gem, he reveals his lie and he orders his minions to dispatch the PCs.
- If Eeshar gets the gem, the people will be inspired and look to her for leadership, shunning Krol for his wanton attempts to lead them with money and influence.
- **HEROIC TITLE ACHIEVEMENT:** Give the *Heart of Odryn* to Eeshar Odryn.
    - ***Vassal of Odryn*** ♔**.** All of the PCs are considered trusted vassals of Eeshar Odryn, and she will offer counsel and financial help in turn.

THE MERCILESS MUNG

Wedge the Sniffmaster is finding himself marginalized, as Krol has recently started training **MUNG** to sniff gems for cheap. Gelatinous goos like Wedge, who had strong business partnerships with the dweorgs of Zrr'ghgrg, are finding themselves out of work because mung will do it for less. The mung, on the other hand, are loving the relationship because they look at it as a way to stick it to their age-old adversaries, the goos. Wedge isn't sure of a solution, but asks you to speak with Krol, Grol (p67), or Eeshar to come up with a viable arrangement.

- The mung, in secret, are working with Krol so they can infiltrate Zrr'ghgrg's society and oust the goos. The mung know the wages are too little to live on, but they intend to force the goos to leave the town for good.



THE MENAGERIE

A bustling bazaar where dweorgs trade gems, minerals, supplies, and beasts. Hundreds of dweorg vendors line up their wagons and carts in haphazard aisles, selling new goods before they head back out for another expedition.

FOOD

Costs Copper 🪙.

- Dweorg Tack: Tasteless hard biscuit made from mushroom meal. Normal Ration, but sates hunger for 2 days.
- Dweorg Draught: A biting, black liquid made from charcoal. Gain +1 Vitality against **POISONED**.
- Hard-boiled Moppet Egg: Gain +1 Nimbleness for the session.
- Slurp Noodles: A dweorg staple, the noodles are made from slurpworm parts. Heal 3 Courage.

GEAR

All *Mundane* items in the Core Rulebook, plus the following dweorg gear:

- Firespit: Lizard on a stick that burps projectile balls of flame. The lizard eats Animal Feed. Gold 🪙.
- Dweorg Rope: Rope that can't be snapped by force, but can be cut. Silver 🪙.
- Beast Saddle: A saddle with adjusting straps and clips to fit any critter. Gold 🪙.
- Candle Staff: A wooden staff with a sturdy, long-lasting candle stick on top. Silver 🪙.
- Beast Cage: A cage (large enough to fit three quobs) built on a sturdy all-terrain wagon and convertible sled. Gold 🪙 x2.

MINERALS

Elemental Components from the Underlands and Mucklands for Silver 🪙.

GEM SOCKETERS

Special gems enchanted by dweorgs can be socketed into armor and weapons. Benefits from the same gem type don't stack on the same character. Two gems can fit on a 1-Slot item, four gems on a 2-Slot item, and 6 gems on a 3-Slot item. Costs Gold 🪙 x2.

- Amethyst: +1 to Checks against Conditions that affect movement
- Diamond: +1 Block against non-physical Dread
- Ruby: +1 Courage
- Emerald: +1 to Vitality Checks against **POISON**.
- Sapphire: +1 to Mettle Checks when casting spells
- Topaz: +1 to one Treasure Hunting Check each session.

PET BEASTS

All of the beasts must be regularly fed or else they become disgruntled and leave. Their capabilities, aside from Inventory bonuses, are narrative in nature. Class Abilities that grant pets are always more reliable and powerful. Costs Silver 🪙 unless otherwise noted.

- Quob: +10 Inventory. Great climber. Gold 🪙
- Eyebat: Flies and has great vision.
- Winky Spoiler: Only eats metal by rusting it.
- Stalag Mite. Not friendly, sleeps most of the time.
- Moppet Spider: +4 Inventory. Prolific webster. Silver 🪙 x2.
- Owligator: Flies, sharp teeth, and has a distinct call that sounds like a person.
- Cattypillar: Very independent. Eats little creepers.
- Doggart: Loyal friend and ferocious bark.
- Spore Cobra: Surprisingly friendly to its owner and mean to others.
- Blorp: Enigmatic shapeshifter.
- Gurblepig: Happy as long as it's fed 2 helpings of rations per day.
- Oozer: A sticky puddle with no personality.

Catterwompus: +30 Inventory. Very slow but can endure the conditions of any clime. Eats 4 Animal Feed every day. Ancient 🪙.

GRAN'GOR BATTLE BEAST ARENA

The biggest structure in Zrr'ghgrg, this stonework arena is always packed with eager fans excited for the next battle beast match. Called "Gran'gor" in dweorg tongue, which means "beast tamer," contestants pit their trained beasts against each other in front of a rabid fanbase that idolizes the trainers. Each trainer enters a match with three beasts, and whoever's beast is the last standing is victorious.

BATTLE RULES

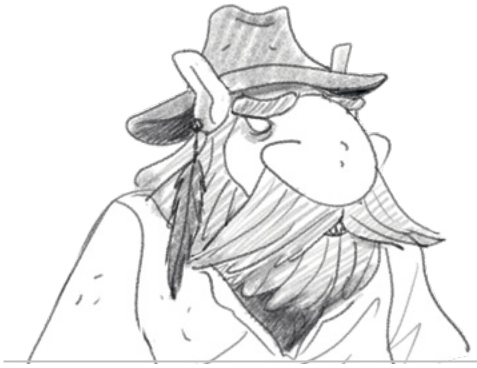
1. A PC must have 3 beasts to enter a battle. These can be purchased from the Menagerie, but can also be just about any pet acquired throughout a PC's adventuring career.
2. Each beast has 10 Courage. Twice per match, both the PC and their opponent can each make a Wilderness Check to heal a beast for that much Courage.
3. Each beast is assigned a Battle Type. Pick one that makes fictional sense for each beast. Certain types are better or worse against other types (see chart below).
4. At the beginning of a battle, the PC declares which of their beasts begins the match. The GM rolls randomly to determine which beast in the opponent's roster begins.
5. Once a beast is in the battle, it must stay in for at least 2 rounds before being switched out.

6. Each round, the beasts inflict 1d6 Dread against each other automatically. Consult the chart to see if the attacking beast has Advantage or Disadvantage on the Dread roll against the target. Advantage: roll twice and take the best result. Disadvantage: roll twice and take the worst result.
7. The trainer with the last beast standing wins! The beasts never die.

BATTLE TYPES

The following chart shows the Advantages and Disadvantages that each Battle Type has vs. another Type. The left column is the attacking beast. A = Advantage, D = Disadvantage.

VERSUS	FLYING	PIERCING	SLIMY	FEROCIOUS	ELUSIVE	TANKY	POISONOUS
FLYING	A	D			A		
PIERCING		A		A		D	
SLIMY			A			A	D
FEROCIOUS	A			A	D		
ELUSIVE				D	A		A
TANKY		A	D			A	
POISONOUS	D		A				A



REDGAR BLOOG

The top beast battler in Zrr'ghgrg, Redgar has trained a menagerie of critters, and he approaches each match like a master tactician. His most fearsome beast is a **DRACOPILLAR** that he calls Charbroil.

- **Traits:** Cocky, flair for the dramatic, scoffs at everything.
- **Motivation:** Defeat any challenger in the arena.

QUESTS

BATTLE BEAST TOURNAMENT OF CHAMPIONS

The time has come for the Battle Beast Tournament of Champions. Qualifying rounds have already started, and now is the last chance to sign up. Winning the whole tournament lands you an Eeshar Odryn sponsorship!

For each opponent, pick a Beast type combo at random.

- The qualifying round pits the competing PC(s) against a trainer with +0 Wilderness. If they win, they enter the tournament.
- There are 3 rounds: the first round is against an opponent with +1 Wilderness, the second against one with +2, and the last against Redgar Bloog, with +3. If there are multiple PCs that make it far in the tourney, pit them against each other, whittling them down to one, before the final round with Redgar Bloog.
- The prize winner is sponsored by Eeshar Odryn, which means she will help cover the costs of their adventures and expeditions. This always rubs Krol, Prince of Gems, the wrong way, because he does not want to share resources.

NEW
DELVE CITY
PORT

Sites

Dungeoneer Academy

Hex 27.6. The renowned adventure school, Dungeoneer Academy, was founded by Headmaster Geddy Vel Munchowzen and Lazlar Rake to inspire new generations of dungeoneer explorers. After decades of prestige, the school has produced some of Eem's most notable explorers, including the famous Shane Shandar.

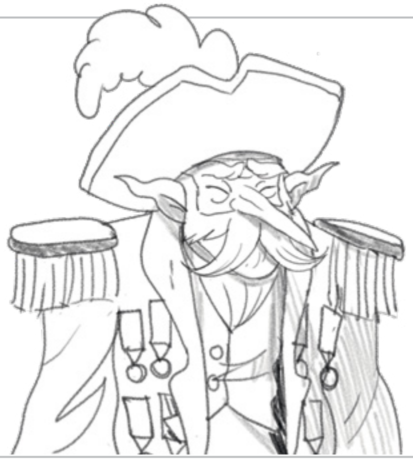
Adventurers can visit the school with special permission, or they can request a campus tour or perhaps even a guest speaking position from the Headmaster. For an even more in depth look at Dungeoneer Academy, see the *The Dungeoneer Academy Sandbox* in the *Land of Eem: Dungeoneer Adventures Beginners Roleplaying Game.*

RUMORS

- Castle Exile has been abandoned and is overflowing with treasure that's ripe for the taking
- Students at Dungeoneer Academy are reporting sightings of monsters lurking the halls at night.

OUTBOUND RUMORS

- Some think the Exile Dorian Ryder must have survived the battle with Lazlar Rake and is plotting against the academy.
- A place called the Shadow of Lost Wishes in the Abyss is definitely to be avoided.



HEADMASTER GEDDY VEL MUNCHOWZEN

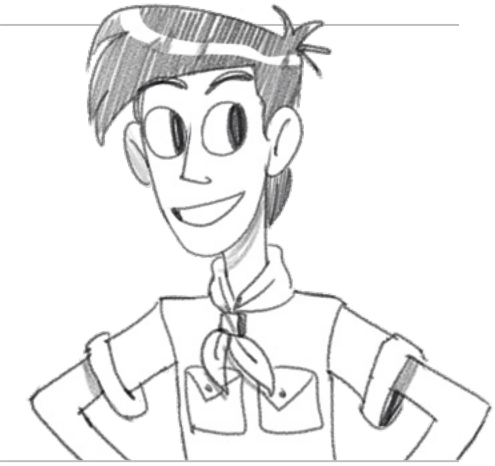
The storied co-founder of Dungeoneer Academy, the headmaster is an elderly goblin with a white mustache and huge, decorated hat. Munchowzen is a veteran dungeoneer and takes great pride working closely with academy professors to share his experiences, develop curriculums, and inspire new generations of explorers to learn their noble trade.

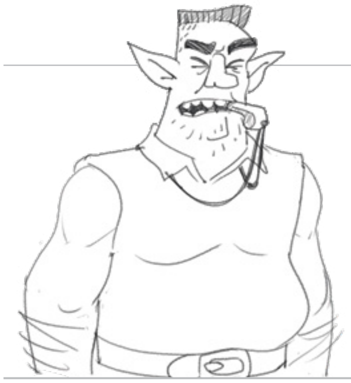
- **Traits:** Wise, always available to listen, speaks with grandiosity.
- **Motivation:** Mentor and instruct a new generation of dungeoneer explorers.

COOP COOPERSON

The only human at Dungeoneer Academy, Coop is probably the friendliest kid at the school. It took a bit for him to get adjusted to life underground, but now Coop loves his life at the academy, even if he often misses his fifteen brothers and sisters. Coop and his friends on the Green Team have accomplished more than most dungeoneers have in a lifetime, but Coop doesn't let that get to his head. He's always kind and generous to others, and he's interested in learning everything he can.

- **Traits:** Honest, friendly, encouraging.
- **Motivation:** Exemplify the Dungeoneer's Code and explore the Land of Eem.

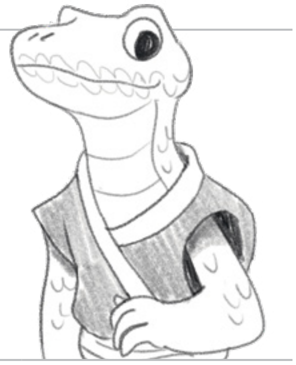




COACH CORNELIUS QUAG

The burly, gruff boggart "gym" teacher that always skips leg day. Coach Quag is a tough calisthenics enthusiast who teaches students at the academy how to be vigorous! Using his years of experience as an athletic trainer, the coach helps prepare students to be nimble and mighty.

- **Traits:** Boisterous, impatient, always encourages physical fitness.
- **Motivation:** Turn scrappy students into lean, mean, exploring machines.



SARLO

Prince of the Silver Coil sarpathi whose royal parents were slain by the Cult of Ekh. Now, the young prince lives at Dungeoneer Academy, where he is aided in secret by his newfound student friends. After missing out on his childhood during a war-torn time, Sarlo is happy to be surrounded by exuberant, funny, curious kids. But he often catches himself feeling guilty when he remembers the plight of the Silver Coil.

- **Traits:** Soft-spoken, wise beyond his years, fascinated by humor and silliness.
- **Motivation:** Find his sister and stop Lord Zorath from destroying his royal bloodline.

QUESTS

THE SARPATHI STUDENT

A young student named Cooper Cooperson quietly approaches you. He seems rather sheepish, but eventually spills that he and his friends have a secret. They are harboring a sarpathi child by the name of Prince Sarlo, who is on the run from his evil uncle. It's a long story, but they found him when a class field trip encountered a battle between the sarpathi. Sarlo's parents were killed, and his sister was kidnapped. Coop doesn't want to tell the professors for fear of drawing too much attention to the situation, but perhaps you could help. Sarlo's uncle, Lord Zorath, is somewhere in the Underlands with his entourage of sarpathi cultists, and they have to be stopped. But more importantly to Sarlo, his sister must be saved.

- For Prince Sarlo's sister, see quest **The Sarpathi Princess**, (p93).
- **SARPATHI REAVERS** will find Sarlo in due time if nothing is done proactively. Lord Zorath is stationed at Castle Exile (p106) and has recently allied with Dorian Ryder, a former student of the academy who turned astray. They have discovered that they have a common enemy: Dungeoneer Academy.
    - Ryder seeks revenge against the school for not only kicking him out, but also thwarting the plans of the Exiles.
    - Lord Zorath's forces were at a loss as to where Prince Sarlo escaped to, but Dorian was able to piece everything together based on their accounts, surmising that a group of Dungeoneer Academy stude must have taken him in.

THE CASE OF THE MISSING MUSHRUMS

Headmaster Munchowzen was expecting dignitaries from the Fungal Jungle to discuss a student exchange program, but the mushrums never showed up. Now he is worried that something bad might have happened. The school will pay Gold 🪙 if you can track down the dignitaries and bring them to safety.

- The dignitaries refused to board the sputter-train at the Broken Railway (p143) because they found the technology too strange and off-putting. So they opted to walk the rest of the way to the academy. Unfortunately, they were accosted by a **BLEMMY**.
- There are a couple clues in the tunnels between the Fungal Jungle and Dungeoneer Academy.

Discarded crystal polearms and big footprints that lead north.

    - A trail of spores that one of the mushrums secreted in case anyone came looking leads to the blemmy's den.
- The **BLEMMY** (L6-B), named Bogga, took the mushrums back to her cave in Hex 27.10, where she intends to cook them in a stew. However, she wasted a lot of time trying to figure out how to start a fire and boil water.
- Bogga is attempting to woo another **BLEMMY** (L4-B) named Moob who was initially unimpressed with her cooking. So now Bogga is scrambling to prepare a tasty mushrum dish for her big date with Moob.
- If rescued, the mushrums are thankful and decide they should use the sputter-train from now on. But they are still on the fence about whether or not they should start an exchange student program with Dungeoneer Academy. Encouragement from the PCs would go a long way toward making that happen.

THE RIDDLEMASTER MALFUNCTION

The Riddlemaster Course is malfunctioning and Coach Quag doesn't know why. The only way to assess the damage is to look inside its clockwork brain, but someone will need to traverse the deadly course first! And who knows how it changed with the Riddlemaster on the fritz? Quag would do himself but he's got a bum leg, and having the students do it is a liability concern. If you could go in and shut down the Riddlemaster, the school will pay Copper ⛁ to each of you.

- This is a **RANDOM DUNGEON**, but the only hazards are Puzzles and Riddles. And there are no Treasure Hoards to be gained.
- The Riddlemaster is a unique sputter-console in the shape of a stone head that rotates between three different faces as it speaks: friendly, stern, and angry. The console is programmed to control the dungeon course, but it seems to have gained artificial intelligence.
- Once found, the console must be shut down or reprogrammed to wipe the artificial intelligence. But it puts up a fight, using traps (flamethrowers, swinging blade pendulums, wrecking balls, etc.) that each inflict 1d8 Dread.

LAYOUT

1. LOBBY

Home to the giant statue of Headmaster Geddy Vel Munchowzen. A locked elevator entrance to the school is in Hex 27.15 of The Mucklands realm.

2. FACULTY OFFICES

Where the professors have offices as well as private quarters. If PCs are offered room and board, it's here.

3. CAFETERIA

Run by Blorf the orch, PCs can get free meals (Vitality Check to avoid getting the runs).

4. AUDITORIUM

Where most school events are hosted including assemblies, ceremonies and performances.

5. COURTYARD

Picnic tables speckle a well-manicured fungal lawn that looks like grass beneath lush, subterranean mushroom trees.

6. NURSE'S OFFICE

PCs can Recuperate here.

7. MAILROOM

PCs can send letters to large settlements.

8. CLASSROOMS.

Two dozen classrooms packed with students.

9. GYMNASIUM

Huge room equipped for physical education and sports.

10. TRAINING HALL

A modular **RANDOM DUNGEON** of physical and mechanical challenges.

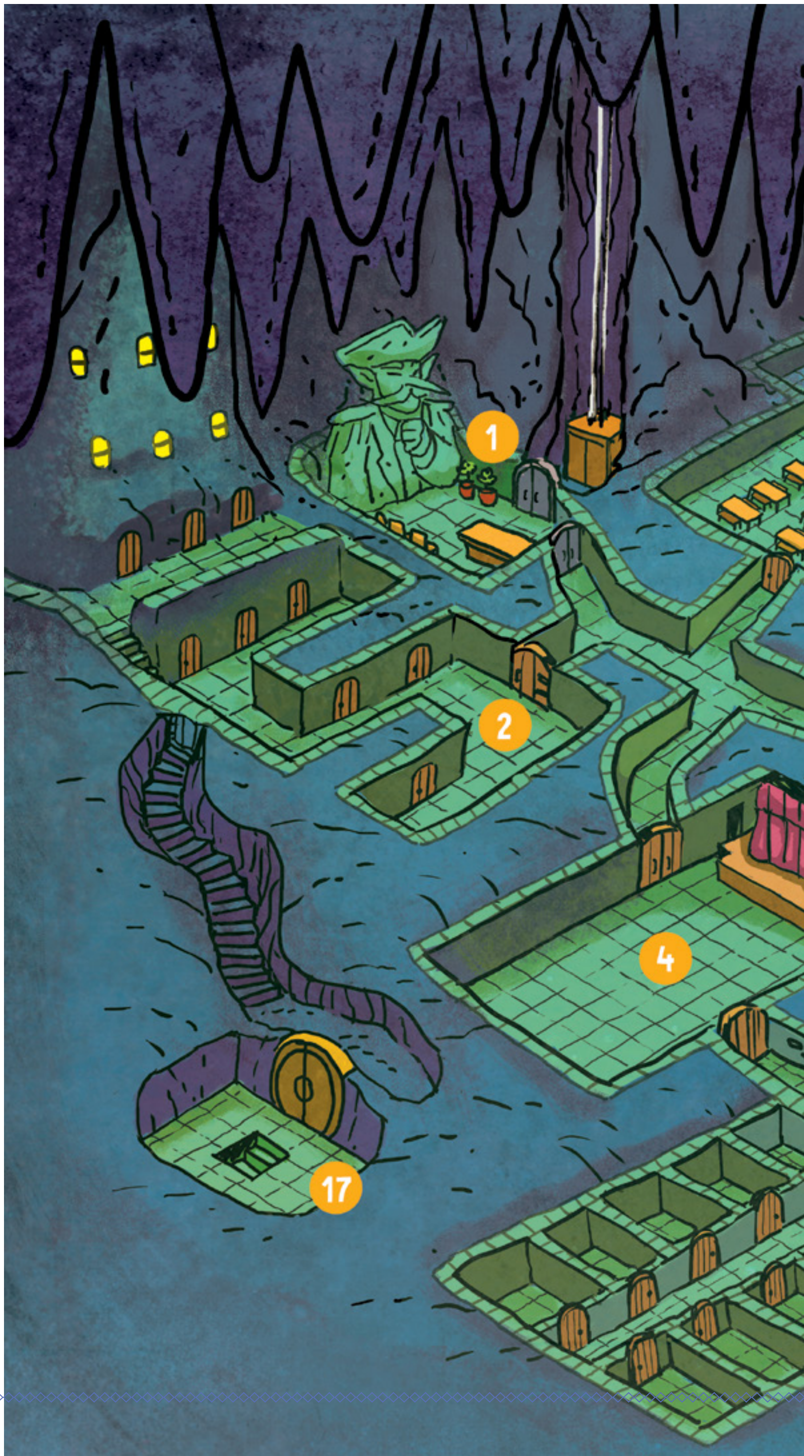
11. DETENTION DUNGEON.

Isolated study room for misbehaving students.

12. LIBRARY

Aisles and aisles of books and scrolls, sprawling like a dark, musty maze. One of the best, most well-stocked libraries in all of Eem, full of histories, encyclopedias, manuals, and reference material, even the entire run of Dungeoneer Magazine.

The Chamber of Forbidden Tomes is a locked area where books of magic and tomes of dubious nature are kept.



13. DORMS

Where the entire student body lives and hangs out after hours.

14. GARDEN

A colorful micro-wilderness of plants and fungi. PCs can Pick Herbs here once.

15. ARMORY

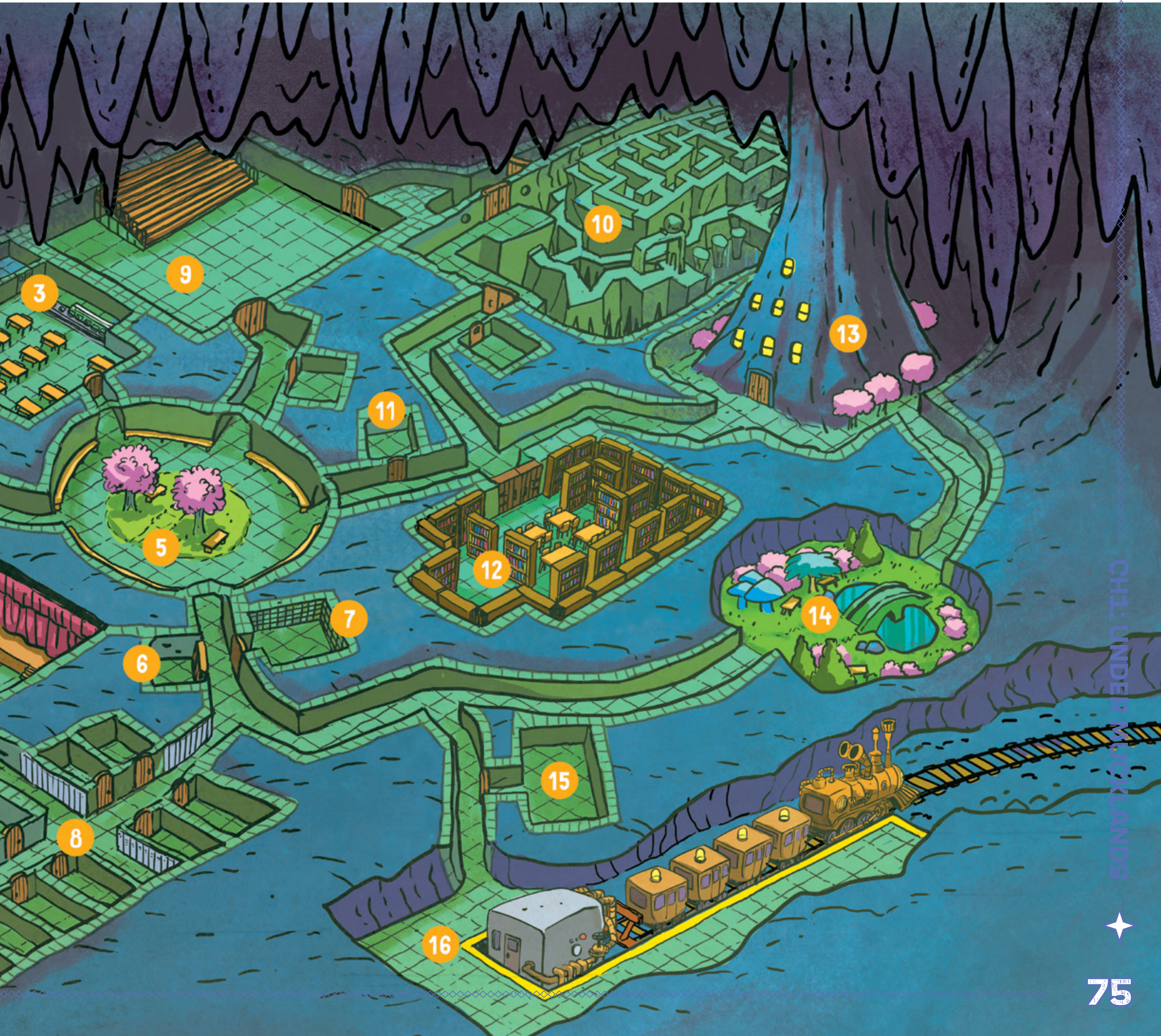
Tons of equipment locked behind an iron door. PCs can requisition Mundane weapons and adventuring gear.

16. SPUTTER-TRAIN STATION

Goes to Thurf Station (p79) and the Broken Railway (p143). Access to the school via the train is restricted to faculty, students, and visitors with special passes.

17. VAULT

A huge, multi-room vault filled with all of Dungeoneer Academy's valuables, records, and test answer keys. Protected by a giant locked door and **SPUTTER-GUARDS**.



Lightbeam Shaft

Hex 24.5. Each day, for a brief moment, brilliant light shines down into the Under Mucklands through the fissure known as the Crack—a huge, miles-long landmark in the Mucklands. But despite the natural entry point to the Underlands, few travelers and dungeoneers use it. This is because the area is rife with danger and conflict between rival yowljacks, dweorgs, and dungeoneers all vying to claim control of the natural passageway. That's where the Free Delver's Union comes in—undertaking a project called Lightbeam Shaft, to build a regulated, safe stairway to the surface world for all travelers.

RUMORS

- Yowljacks and dweorgs are teaming up to fight off the Free Delver's Union, but the organization is hiring dungeoneers in droves to clear out the area.

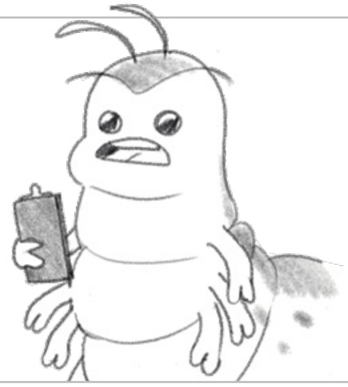
OUTBOUND RUMORS

- The Copperdust Mines are up for grabs while the Free Delver's Union has their hands full.
- SPL is boring a long tunnel all the way west under the Grimdingle for some unknown purpose.

GILDA MANDIBOOL

Foreman of the Lightbeam Shaft Project, Gilda is a centiperson who is in charge of hiring dungeoneers and overseeing the construction of the stairs. But when she took the job, she didn't account for how much fighting she would have to do herself. At this point, she almost considers herself the general of an army.

- **Traits:** Haggard, stressed, everything means war now.
- **Motivation:** See the project through without too many casualties.



QUESTS

DRIVE OUT THE RIFF-RAFF

Warring factions refuse to compromise or accept remuneration for evacuating the Shaft, so the Free Delver's Union has little choice but to fight force with force. The Redtooth clan and the forces of Gyr'Gar the Beast Snatcher are the biggest culprits (see The Crack in *The Mucklands Sandbox* for more detail). But other freelance dungeoneers are in the mix too, stubbornly staking their claims. If you can pull this off with the help of a crew of six dungeoneers, Foreman Mandibool will pay two pouches of Gold 🪙.

- The six dungeoneers fight as a unit: Attack:+2, Defense:+0, Courage:10, Dread:1d8, Mettle:+0.
- The Redtooth clan is known as a horde of fighting **YOWLJACKS** led by Ash-Ash the Ripsplitter. But the clan includes elderly, children, and other noncombatants as well as warriors.
- Gyr'Gar the Beast Snatcher is a **DWEORG** (L7-C) with a horde of dweorg Goons (L2-G) and Bruisers (L2-B).
- Two different **RIVAL DUNGEONEERS** claim their own little pockets of Lightbeam Shaft, and are the most amenable to bribery or negotiation.
    - Wullamina Skinch and her crew (**RIVAL DUNGEONEERS** L6-B, 4xL3-B) have a bone to pick against Gyr'Gar, who swindled them out of a claim
    - Gorli Weel and his crew (**RIVAL DUNGEONEERS** L3-C, 10xL3-G, 2xL2-B) are disgruntled former SPL workers who struck out on their own.

STAIRS TO THE SURFACE

Once the factions are driven out, Foreman Mandibool says it's time to get to work! Here's the problem: the lumber supply to build the stairs was damaged by termites, so you'll need to procure some more. Head to Port Lagoonie and escort a shipment of lumber up the Under River, then to Lightbeam Shaft.

- Chara the Chicken-Foot Witch, who dwells in the Crack (see the *Quickstart Guide* adventure, *Curse of the Chicken-Foot Witch*), is actually the one who orchestrated the spoiled lumber. Displeased that the project will "sanitize" the area and eventually force her out, she convinced a beevil to deploy their termite minions.
- The **BEEVIL** (L3-C), Queen Razgaz, is fully on board with Chara's plan. She's even tracking the PCs' movements with a swarm of **GNASHFLIES** and will sabotage again if she can.
- If the PCs manage to uncover this plot and deliver fresh lumber, the stairs are built in 1d4 months. Lightbeam Shaft becomes a regulated entry and exit point of the Underlands that anyone can use for a toll of Copper 🪙.

Point Matrix

Hex 24.1. Below the headquarters of Subterranean Pits and Lairs LLC, Point Matrix is the nexus for all of SPL's tunneling activities in the Under Mucklands. This staging area is always bustling with the constant traffic of drilling vehicles, hollering workers, and shipping cargo, and it's easy to get flattened by a cave-eater if you don't know where you're going.

WHAT'S THERE

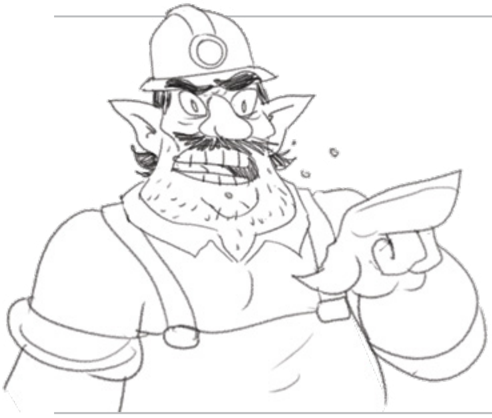
- Two dozen Shrym cave-eaters (drilling and boring vehicles)
- Hundreds of workers deploying on assignments throughout the Underlands.
- A "war tent" where SPL officials plan out their operations.
- Enough explosives to level a city.
- A team of commandos training behind a secret door.

RUMORS

- SPL is planning a huge operation that's thinning their workforce and leaving them vulnerable to rivals.
- With all their best equipment being used for outer realm expansion, the fleet of cave-eaters at Point Matrix is practically rundown.
- Overlord Rank Radley screams and yells and pumps himself full of so much coffee and orkish delights that he's going to have a heart attack.

OUTBOUND RUMORS

- Unassailable Co. is sending survey teams to the Abyss to mine its vast resources.
- There's a gnarly place to the east, called Gordak Chasm, that is a gateway to the Abyss.
- A gwarglebeast is eating miners in Greyglitter Valley.



OVERLORD RANK RADLEY

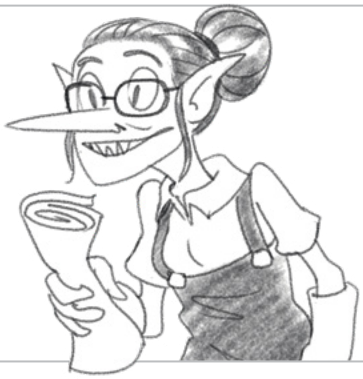
With a booming voice and real power behind his snot rockets, this boggart is feared by all his subordinates. He runs the show at Point Matrix, giving workers their orders and keeping them in line. If you screw up, you're liable to get a face full of spit and a slap upside the head. The number of complaints he's received with Goblinoid Resources is truly astounding, but the efficiency reports don't lie. He might be the last person Madam Mov Wozinski would ever fire.

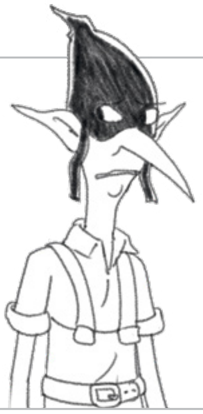
- **Traits:** Always yelling, points his fingers, doesn't believe in personal space.
- **Motivation:** Keep industry humming, and separate the wheat from the chaff.

MAB MALDOOBERHAVER MOONEY

A goblin tunnel architect who has overseen most of SPL's recent expansion. Her dream is to make an Underlands superhighway of tunnels that makes travel easier and connects the world. Her dream, however, doesn't always align with budgets and timelines.

- **Traits:** Dreamer, problem solver, loud talker.
- **Motivation:** Make the Underlands "smaller" by connecting more tunnels.





SUBTASKMASTER BOYD GHOULIHAN

Known to everyone as Lloyd Ghoulihan's lanky younger brother, Boyd is still struggling to learn the ropes of being in middle management. Most of his peers think he only got the job because of nepotism, but he actually scored quite well on all the written tests. The only problem is he's still struggling to put it all together out in the field.

- **Traits:** Frustrated, curses to himself, scratches his head.
- **Motivation:** Live up to his older brother's reputation.

QUESTS

FIX THE FLEET

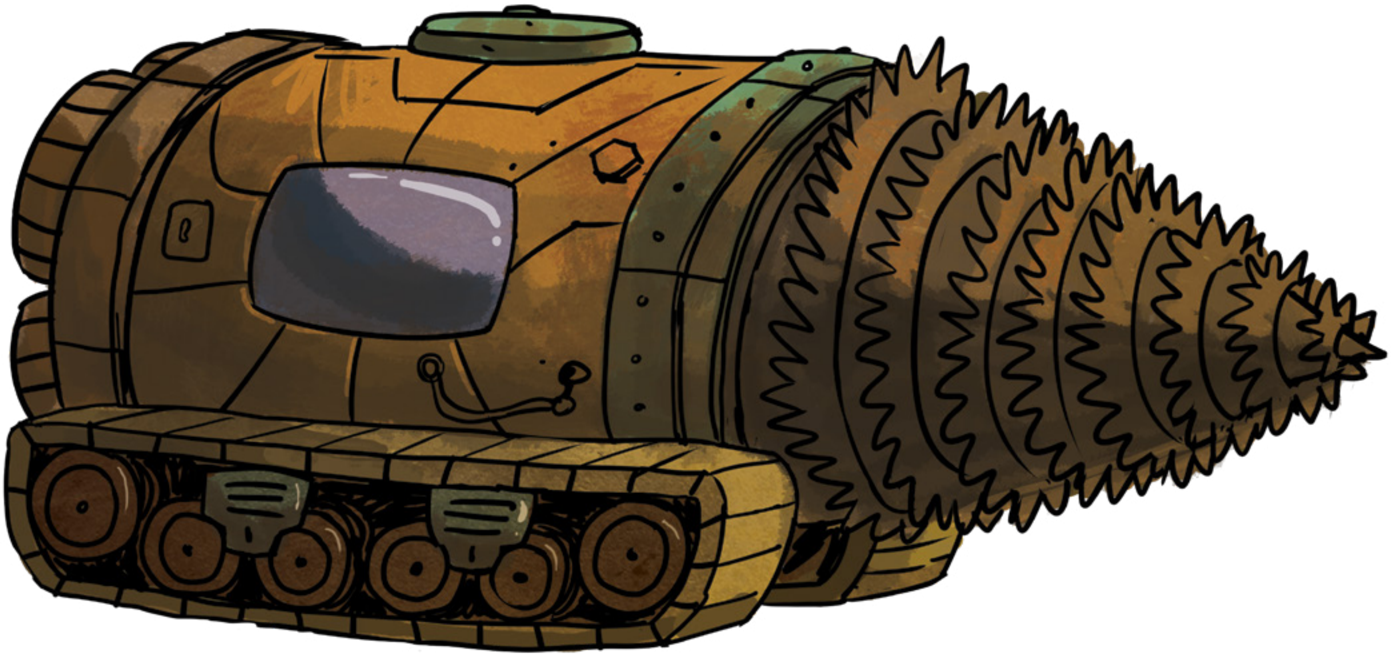
SPL's fleet of cave-eaters is broken down and on the fritz. Mab even suspects there might be gremlins afoot. Help fix the drilling machines and clear out any gremlins, and SPL will pay you Gold ⛃ under the table. Upon inspection, there aren't enough parts to fix the cave-eaters. The PCs will have to track down a dozen thrust capacitors, to replace the ones which have been devoured by gremlins.

- Subtaskmaster Ghoulihan reveals that it's his fault there's a gremlin infestation as he didn't proof the walls last month when Radley told him to. So Ghoulihan doesn't want anything to be written up and on the record. He explains that the thrust capacitors can be crafted with **GOBLIN ALLOY** (3 per Component + 5 Materials). Or they can be stolen from the Hangar in SPL HQ (see *The Mucklands Sandbox*).
- The **GREMLINS** (20xL1-G) are living within an inconspicuous crevice in the rock wall of Point Matrix, and they only come out at night when almost everyone is gone. During the day, 2d10 of them are fast asleep in their den.
- 3 Tinker Checks are required to fix the cave-eaters once the parts are acquired.

BOYD, OH, BOYD!

Overlord Radley is out sick. Rumor has it he's about to keel over from a heart attack. And now, by process of elimination, Subtaskmaster Boyd Ghoulihan is in charge of Point Matrix. Ghoulihan is in way over his head, but he could never ask management for help, so he's asking you off the record. Either help him get his workers in line and on task, or cure Overlord Radley of what ails him!

- With Overlord Radley out, workers are taking it easy—even sleeping on the job. A goblin dungeoneer named Zabby Dooj is the ringleader of the slacking workers, playing the role of class clown and reducing everyone's efficiency.
- Zabby Dooj is beloved by everyone, so it will be hard to socially wrangle him and convince the others to fall in line. But most of them would respect Boyd if he actually put his foot down and showed some backbone.
- Overlord Radley, on the other hand, is laid up in the infirmary in SPL HQ. He's far too stressed, yells too much, and eats garbage all day. The only way he's going to pull through is if the PCs convince him to calm down, get on a diet plan, and reduce his stress levels.



Thurf Station

Hex 32.2. The sputter tram hub beneath the city of Thurf in the Mucklands that runs service to New Delve City and Dungeoneer Academy. A line to Bogtown was in development until Grand Magistrate Orvul Kreech (see Bogtown in *The Mucklands Sandbox*) nixed the project.

LINES

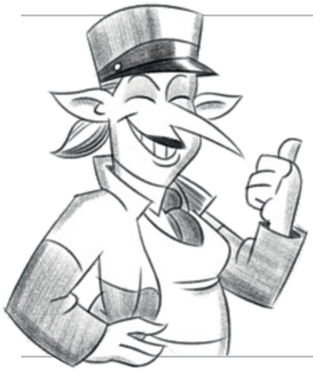
- **Dungeoneer Academy Line:** Silver ⛁. Restricted to faculty, students, and visitors with special passes obtained by writ. Dungeoneer Academy received funding from the Free Delver's Union to build a private railway that not only transports kids to and from New Delve City and Thurf, but also runs a tram all the way into the Fungal Jungle for special field assignments. Unfortunately, part of the Fungal Jungle railway was recently destroyed in an accident and the school hasn't been able to secure funding to rebuild it.
- **New Delve City Line:** Copper ⛁. A direct line from New Delve City runs nonstop to Thurf. The railway was planned to continue to Port Lagoonie, but that was scrapped after constant difficulties and delays.

RUMORS

- There's a pickpocketing problem at Thurf Station, making travel an unpleasant experience.
- Thurf doesn't have enough officers to guard their new tram station.

OUTBOUND RUMORS

- The Copperhats are aiding the OCG in New Delve City, even though they're understaffed in the Mucklands.
- Dungeoneer Academy could use some outside help to solve some of their more complicated problems.



STATION AGENT BIRDY PLOOK

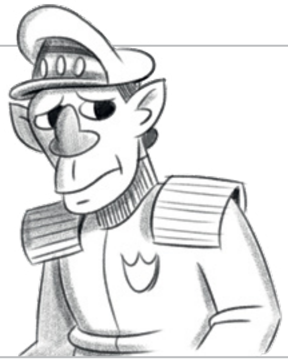
A chipper goblin who merrily checks tickets and keeps the station's atmosphere upbeat. She's kind to everyone, even the Sootfinger gang members that prey on the pockets of the passengers. And she smiles bravely in the face of all the trouble the station has dealt with lately.

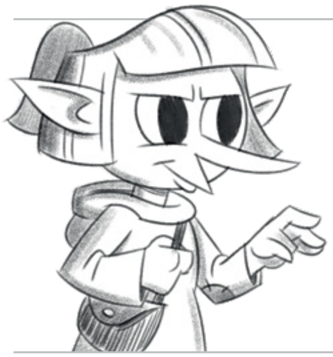
- **Traits:** Bubbly, genuine, big hugger.
- **Motivation:** Foster a sense of community between Thurf and New Delve City.

OFFICER SEEMORE MUCKDELVER

A local Thurf Copperhat assigned to the station, MuckDelver is green and treated like a kid by his superior officers. The local pickpockets think he's a joke, and he has a crush on Birdy Plook, but she seems oblivious to it.

- **Traits:** Unimposing, shy, stutters.
- **Motivation:** Protect the station and impress Birdy.





PUNKY DIPPER

A smart alec of a boggle and star member of the Plucky Duckies (p18). She brashly parades around the station, laughing and roughhousing with her fellow pickpockets, daring each other to steal from chumps.

- **Traits:** Arrogant, softer than she thinks, talks a mile a minute.
- **Motivation:** Show off to her friends. Who cares about rules?!

QUESTS:

STAVING OFF THE WAVES

The tram tunnels from Thurf are compromised, and Underlands creatures and critters are making their way to the station! Station Agent Birdy Plook just can't handle it anymore, and Officer MuckDelver—bless his heart—is just so gentle. He can't be expected to fight off monsters by himself. Can you help defend the station?

- Officer MuckDelver (Attack:+0, Defense:+0, Courage:14, Dread:1d6, Mettle:+2) tries to impress Birdy Plook and definitely bites off more than he can chew in the fights as a result.
- The first wave is a group of **REEGALDEEKS** (L4-G).
- The second wave is a group of **TARKIN** (L3-B).
- The last wave is a single **TUNNEL CAT** (L4-C).
- Down the tram tunnel there is a big hole in the rock wall where these beasts are coming from. If it's plugged with something, the invasions will stop.

SUDDENLY SEEMORE

Station Agent Birdy Plook has just realized she's in love with Officer Seemore MuckDelver. Convinced the best way to win his heart is with a song, she turns to you, world-wise adventurers, for help writing the perfect lyrics to tell him how she feels.

- Birdy has been practicing singing and has an excellent voice, but she has no lyrics of her own. She wants at least four rhyming lines to win Seemore over, but she wants the PCs to learn more about him first. They should learn some of his traits and motivations and, most importantly, if he likes Birdy in that way.
- Seemore is professional and painfully shy, but he does have deep feelings for Birdy. However, it'll take some effort to get him to admit it.
- If Birdy puts on a good performance, Seemore will reveal his love for her, and they will be happy.

THE PICKPOCKET WARS

The station is fairly busy today with commuting workers from Thurf to New Delve City, and vice versa. But the biggest crowd seems to be rambunctious kids and seedy looking youngsters hanging around in cliques. Officer MuckDelver is floundering about, warning the hooligans to stop littering and vandalizing with graffiti, but they just laugh in his face. Can you help him wrangle these kids?

- Punky Dipper attempts to pickpocket one the PCs: have them make a Perception Check to notice. If they don't, Punky Dipper tries to steal from another PC, and so on, until she's caught.
- If caught, Punky gives a sob story about being a runaway kid with no family. If the PCs let her go, she goes off to her friends laughing. Otherwise, she panics and reveals that she's with the Plucky Duckies and just has to make her quota for the Black Nail, that's all.
- At that moment, a fight between rival gangs breaks out in the station between the Plucky Duckies and the Sootfinger Gang. The Sootfingers, who are mostly teenage **THIEVES** (L1-B), accuse the Plucky Ducky **THIEVES** (L1-G) of encroaching on their turf and tell them, "Go back to Port Lagoonie or wherever you came from!"
- If the PCs don't interfere, the Sootfingers wipe the floor with the Plucky Duckies, who are mostly younger kids.
- The Plucky Duckies are under strict orders from the Black Nail to expand into Thurf, while the Sootfingers intend to keep them out.
- Punky Dipper says if the PCs really want to help, they should take down the Black Nail so the Plucky Duckies can go back to Port Lagoonie.

Points of Interest

Goldglitter Falls

Hex 2.1. Many believe Goldglitter Falls to be a place of myth. For generations, rumors of the lost gold mine have circulated among not just the dweorgs, goblins, and moledwerps of the Underlands, but all the folk who venture into the deep searching for wonders. Legend tells that from the mouth of a vast subterranean cavern, a literal waterfall of pure molten gold spills into a golden lake. Stories of what keeps the gold so hot have ranged from hidden volcanos, dueling dragons, and even a lost city of volcanoids, but no one knows for sure. What is known is that anyone who could find and conquer the falls for themself would be the richest person in all of the Land of Eem.

STEALING GOLD

The gold is enchanted. Taking any amount of gold from Goldglitter Falls without the express permission of its guardian, Aurumo the Impervious, results in the **GOLEM** (L8-B) attacking the PCs. Aurumo is impervious to harm.

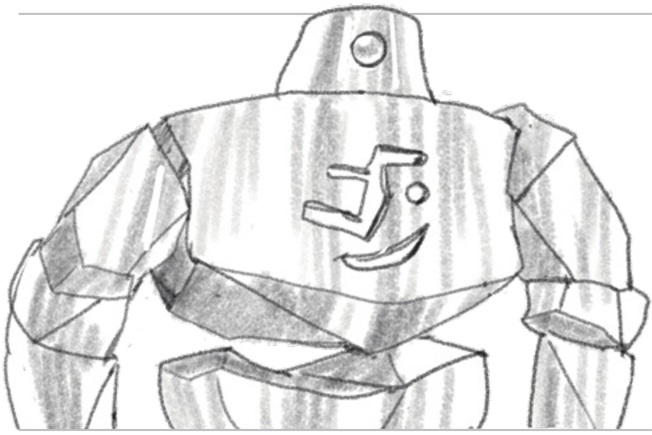
THE ENCHANTMENT OF GOLDGLITTER FALLS

The enchantment is threefold, and should any of the spells be undone there are consequences:

- A spell of *Liquid Gold*, which keeps the falls flowing.
    - If the spell is dispelled, the falls freeze solid, making the gold less dangerous to collect.
    - This spell, however, is protected by **PHANTASMS** (4xL5-B).
- A spell of *Barred Passage*, which prevents intruders from leaving with gold.
    - If the spell is dispelled, folk may enter and exit at will, which draws the attention of multitudes of **THIEVES**, **BANDITS**, **RIVAL DUNGEONEERS**, **GANGSTERS**, **FELMOG KNIGHTS**, and a **DRAGON** (L6-C) called Yula'than the Great Divider, who wishes to turn Goldglitter Falls into her own lair and keep Aurumo as a prize.
- A spell of *Immortal Defender*, which commands Aurumo to destroy all intruders they encounter.
    - If the spell is dispelled, Aurumo is free to roam Eem and pursue that which they desire.

RUMORS

- Someone in New Delve City found Goldglitter Falls, but its location is still top secret.
- They say once you enter the mythical Goldglitter Falls, you can never leave.



AURUMO THE IMPERVIOUS

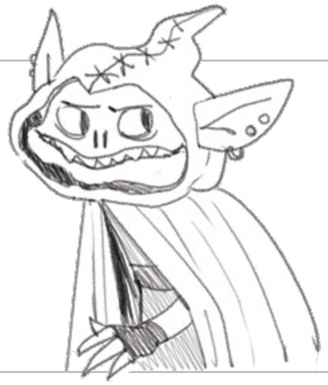
A giant **GOLEM** (L8-B) made of pure gold who dwells in Goldglitter Falls. Aurumo was created by a wizard thousands of years ago to guard the wondrous falls. They are entirely impervious to harm and twelve feet high. Aurumo is plagued by a mischievous stranger they refer to simply as "the cutpurse" who defies the will of Aurumo's master.

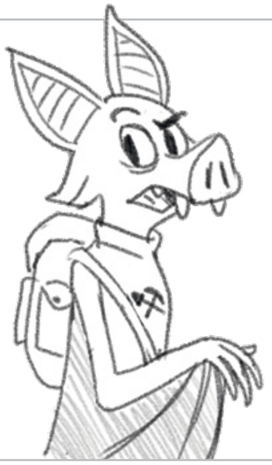
- **Traits:** Stoic, immovable, longing for the past.
- **Motivation:** Defend Goldglitter Falls from all intruders. Not an ounce can be taken from their master, the wizard. However, they have lost some appetite for destruction.

PYX THE PICKER

An imp **THIEF** (L2-B) trapped within Goldglitter Falls. In their isolation, he and Aurumo have developed a strange relationship of both antagonism and respect. Pyx was once the familiar of a witch named Red Reeba (p258), but thankfully escaped a future of being transmogrified into a ruby.

- **Traits:** Mischievous, bites his nails, likes to push people's buttons.
- **Motivation:** Persuade Aurumo to leave Goldglitter Falls with him and live a life of adventure.





WALLGRIN WINT

Trapped in Goldglitter Falls, Wallgrin is a flitterfolk dungeoneer working for the Free Delver's Union. He was originally part of a team tasked with discovering a way to extract all the gold, but his fellow FDU agents were killed by Aurumo. Now he feels completely abandoned by the FDU and is willing to rat out Reegnus Prag's shady business practices (p38)—that is, if he can escape with his life first.

- **Traits:** Disillusioned, paranoid, sweet tooth.
- **Motivation:** Escape Goldglitter Falls and get revenge on the FDU.

QUESTS

THE CUTPURSE AND THE COLOSSUS

Aurumo the Impervious is vexed. Normally they would simply pulverize any folk who dared enter their master's mystical and abundant treasury of Goldglitter Falls, but a particular intruder has eluded them for weeks. A thief known as Pyx the Picker, has taunted and avoided the golem, but has not yet found a way to escape the Falls with their stolen loot. Find Pyx the Picker and bring them before Aurumo, and the golem will let you leave with your lives.

- Pyx the Picker and the golem are locked in an almost comical duel, in which they verbally insult each other for brief moments before Pyx slithers away.
- Deep inside Aurumo's heart, however, they have enjoyed the company of Pyx. And although the spell commands them to destroy the thief, they pursue that goal with no joy.
- Pyx the Picker ultimately wants to escape, but he also loves the cat and mouse chase, even more than the treasure. And being an imp rascal who escaped the clutches of a witch in his past, he trusts no one and has no real friends.
- If Pyx is caught and delivered to Aurumo, the golem hasn't the heart to kill him, but keeps him imprisoned.
- Establishing a friendship between Pyx and Aurumo results in the two of them realizing they share similar backgrounds and want to pursue a life of adventure together (see quest **A Spell to Dispel the Spell**).

A SPELL TO DISPEL THE SPELL

After all these untold years, Aurumo finally wants to leave this place and see what lies beyond Goldglitter Falls. Perhaps it is a mistake or a degradation of their master's old magic, but an unyielding yearning burns within the golem. They must leave. But in order to do that, the spell must be broken. Pyx the Picker knows of a place where old magic dwells: Hollow Mountain. Perhaps there you can find a spell to dispel the spell.

- In Area 11 of the Ruins of Hollow Mountain (p99), there is a spell scroll that dispels magic. If brought back to Aurumo and used in a magic ritual, the spell on them is broken, and they can leave Goldglitter Falls.
- **HEROIC TITLE ACHIEVEMENT:** Set Aurumo free from Goldglitter Falls.
  - ***The Goldglitterer* ♔.** At the start of the session, the PC always has a pouch of Gold ⛁ (but it doesn't accumulate).

The Lost Reliquary

Hex 51.2. Behind doors of solid stone etched with gilded images of griffons and knights, lies an incredible fortune of treasure and history. The Lost Reliquary is by all accounts thousands of years old and impenetrable, but there are some that believe access to this Mythic Hoard can be gained by solving the riddle depicted on its doors.

RUMORS

- A mysterious knight-errant in Spoony Lagoon (p59) has been asking about the Lost Reliquary.
- A key to the Lost Reliquary was stolen and taken to the Great Undermountain (p160)
- A fella named Old Mel in the Under River (p105) has been tellin' tall tales of the Lost Reliquary for years.

THE RIDDLE OF ZEAL

The etched and gilded image on the doors depicts a knight riding a griffon, plunging from the sky towards a writhing multitude of dragons. The following inscription is written in gold at the base of the doors.

In the hearts of the brave, I never wane.
In the midst of the fray, I am the flame.
With fervor I burn, and without me, you'll find,
That heroes may falter, or with me go blind.
What am I?

Answer: *Zeal*

Speaking the answer opens a small compartment on the door. Inside is a map written in the archaic form of Folk that tells of a secret key at the peak of the Great Undermountain (p160). Behind the map is the door's keyhole. Only with the key from the Undermountain can the reliquary be opened. Nothing—no Rascal, and not even magic—can open the doors without the key.

THE TREASURE HOARD

The Lost Reliquary is an ancient store of *Relics*, *Magic* items, and artifacts from the kingdom of Epoli. Its walls are covered in golden etchings similar to the door's but far more resplendent, including a *Magnificent* depiction of the Empress of Epoli sitting on a golden throne, holding a scepter in one hand and cupping a burning flame in the other.

- Mythic Hoard with a +3 Treasure Check.
- A *Magic* short sword called *Blade of the Brazen* Flame. The blade burns with flame unless sheathed. All Hits inflict **BURNING**. When Nearby the *Sword of the Seven Stars* (see Relics in Core Rulebook), the short sword inflicts Dread with Advantage.
- A pedestal with a Scroll of Starfire: Strike an adversary with a fallen star for 3D12+3 Dread once. The scroll vaporizes on use.
- A portrait of an Epoli Wing-Knight atop a griffon.
- A marble bust of a bearded wizard with a pointy straw hat. The plaque reads: Ambrosius Isdemus of Ix, Wizard of the Realm.
- A heater shield with the star and flame emblem of Epoli.
- A tabard with the star and flame emblem of Epoli.
- A book of riddles called *The Hidden Heart* by Coren Truefellow.

Nulcrak Mine

Hex 4.2. A cavernous, abandoned mine with warning signs and criss-crossed chains barring entry. The mine was originally a dweorg operation, built in the hopes of finding an entrance to a fabled gold vein called Goldglitter Falls. However, the mine turned out to be a disastrous investment and was completely devoid of any valuable minerals. Worse, miners reported strange happenings, voices and lights in the dark that should not be. In an effort to cut their losses, the dweorgs attempted to collapse the mine, but the demolition crews infamously disappeared in its depths. Ever since, no dweorg will enter, for fear of the mysterious spirits they believe dwell there.

RUMORS

- Nulcrak Mine is haunted by vengeful ghosts.
- A recent graduate of Dungeoneer Academy has gone off to explore Nulcrak Mine by himself.
- The dweorgs of yore lied; Nulcrak Mine overflows with treasures.

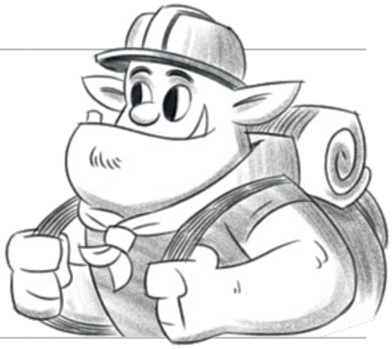
OUTBOUND RUMORS

- There are mushrum protests happening at the Broken Railway in the Fungal Jungle.
- Dungeoneer Academy could always use talented professional dungeoneer guest speakers.

HURK RADDLEBEE

A burly wug dungeoneer and recent graduate of Dungeoneer Academy, Hurk is dedicated to discovering the secrets of Nulcrak Mine.

- **Traits:** Curious, courageous, foolhardy.
- **Motivation:** Hopes to get his name in *Dungeoneer Magazine*, just like the famous Shane Shandar, with a huge and important discovery.



QUESTS

THE MYSTERY OF NULCRAK MINE

Hurk Raddlebee has heard the stories. Lost miners, ghosts, monsters, calamity ... but he's not the least bit discouraged because every mystery has a solution in the end, and he's convinced he'll be the one to find it. That is, if he can put together a stalwart team of explorers to help. Hurk's not in it for the money, he's in it to make important discoveries. So joining him on this expedition might not put any coins in any pockets, but it will get names in *Dungeoneer Magazine*! Hurk also wouldn't mind sharing any loot along the way.

NULCRAK MINE DUNGEON

AREA 1: THE CRUMBLING CAVERN

Huge chunks of rock, debris, and thick chains block the way. A massive emblem hangs above the entrance that reads, "Nulcrak Passage."

- Inside, the air is stale and thick. Barrels of blasting powder, mountains of shovels, picks, and hammers, and an iron table are against the cavern walls. The iron table has stacks of papers on it. One paper in particular reads, "Passage to Goldglitter Falls not found. Send more personnel to scout the Glass Passages."
- A mine cart railway system fades into darkness at the end of the cavern.
- As the PCs examine this chamber a dweorg named Volg emerges from the shadows, startling everyone. He reprimands them for trespassing. After all, it's dangerous. When pressed why he is here, however, Volg maintains he's just making sure no one gets hurt while snooping around. If ignored, the dweorg tells the PCs to suit themselves. Death in Nulcrak Mine is a certainty.
  - Volg is actually fearful that the PCs will acquire the treasure he's after. He begins following the PCs from afar.

AREA 2: THE RAILWAY

Narrow railways criss-cross through a series of dweorg-sized tunnels, weaving through the earth like an amusement park ride.

- Piloting a mining cart requires Nimbleness Checks.
- Empty mining carts plummet down the railways to collide with PCs. They're being pushed by Volg, but that's impossible to know.
- A **CATACOBRA** (L2-B) is in one of the carts. It emerges from a burlap sack and strikes aggressively.
- There are five different passages, but only one leads

to Area 3: The Glass Passages.
  - Passage 1: Dead end, unstable ceiling.
  - Passage 2: Mining cart pile up. Way is blocked.
  - Passage 3: A dozen blasting barrels, still armed.
  - Passage 4: A dweorg barracks with an Old Hoard and 5 Pouches of Brinebat Jerky (Normal Rations)
  - Passage 5: After a short while the rocks seem to transform into glass, leading to the Glass Passages.

AREA 3: THE GLASS PASSAGES

This series of hallways appears to be made entirely of frosty glass. They are lit by glowworms inching along the ceiling in multitudes.

- The passages are a **RANDOM MAZE**. The Maze Hazards are:

1	**BRINE BATS**
2	**GLITTERFANGS**
3	**STYGOBITERS**
4	**BLINKING CAVE-INCHERS**

- Many of the glass walls have been smashed. Dweorg hammers and picks are discarded everywhere.
- The skeleton of a small, toothy creature is underneath one of the hammers.
- One of the intact glass walls elicits a strange feeling of uncertainty that makes you as if you are going the wrong way. But smashing this glass reveals a massive crystal hallway that leads to a drawbridge (Area 4).

AREA 4: THE CRYSTAL DRAWBRIDGE

A huge bridge stretches over a chasm. The chains that would pull it up have been melted.

- The **GHOST** (L6-G) of a dweorg miner attempts to shovel his own skeleton free from a pile of rubble. The ghost can't recall his name but remembers that he and his companions found something very interesting on their mission to demolish the mine and its dangers.
- The ghost vanishes if the PCs unbury the skeleton. Additionally, the skeleton's pocket holds an elegant Glass Key.
- Underneath the skeleton and rubble there is a stairway of shimmering obsidian that leads down to Area 5.

AREA 5: THE OBSIDIAN GATE

Light seems to make the walls of this pitch black chamber shudder. Black stones in corkscrew shapes, rising to the ceiling like columns, are scattered around the chamber.

- The shuddering walls are made up of hundreds of slumbering **REEGALDEEKS** (L2-G). If light shines on them too aggressively or if they are disturbed, they wake in multitudes and try to exit the chamber in a hurricane of activity. Some are aggressive.
- The corkscrew columns are not natural. Closer inspection reveals they are decorated with thousands of glyphs in an unfamiliar language—that of the **PALE FOLK**.
- There appears to be no obvious exit to this chamber. However, if all forms of light are put out, a pinhole of light in the shape of a keyhole is revealed in one of the columns. Using the Glass Key opens a door and leads to a brilliantly bright chamber, Area 6: The Pale Castle.

AREA 6: THE PALE CASTLE

A *Magnificent*, pearlescent, grand castle rises from a foundation of black stone, lit by luminescent mushrooms that hang from the ceiling like lanterns.

- At the gates of the castle, a small trap door snaps open and a small **PALE FOLK** (L2-G) peeks out. The creature babbles, its ghastly face twisted. The pale folk tries to communicate that they want no trouble and want to be left alone, but it comes off as aggressive.
- Volg reappears, cursing the PCs for trying to take what's his. He demands the pale folk open the gates and relinquish the treasure or he'll finish what he started and demolish the castle!
- The **PALE FOLK** (10xL2-G, 1xL2-B) muster a squad—each of them is armed with a small fungal wand that sparks energy. They are ready to curse everyone if the situation isn't resolved peacefully.
- The pale folk are fearful of Volg and his miners who came to rob their castle of a most prized gem, the Tear of the Hollow Mountain. The gem is legendary, believed to have been the soul of the Hollow Mountain—a nearby landmark that is the ancient home of a lost civilization, but now lies empty but for the ruins of a forgotten people.
- Hurk Raddlebee is inclined to try and communicate and make peace with both sides, but Volg tries to convince the PCs that the pale folk are cursed and should be destroyed. He suggests the PCs take whatever lies in the castle except for the gem, which is his.
- If the PCs defeat Volg, the pale folk make an extra effort to communicate their true friendly nature. They'll give the PCs a tour of the Pale Castle, a *Magnificent* structure of pure white stone that hosts a whole city of happy pale folk.
- If the PCs defeat the pale folk at the gates, the city will be roused to unleash their vengeance on the Underlands in the form of **CURSES**. In the future, they'll often show up when the PCs least expect it to **CURSE** them.
- **HEROIC TITLE ACHIEVEMENT:** Defeat Volg and discover the truth about the pale folk.
  - ***Minor Celebrity*** ♔. The PCs are written up in Dungeoneer Magazine's next issue, courtesy of Hurk, gaining fame for their explorations into Nulcrak.

Zones

Coalvein

The largest **coal** mine in the Underlands, this expanse of hollow caverns has almost been completely mined by Subterranean Pits and Lairs LLC and Krog and Sons, Inc. But ever since the dungeoneering outfits abandoned the place, new denizens have moved in. A society of **MORGLOGS** have taken up residence, building huge bone edifices. Folk fear this place and do their best not to tarry.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

COALVEIN	
1	**MORGLOG**
2	**MORGLOG**
3	**ETTIN**
4	**DWEORGS**
5	**SPONGOSAURS**
6	**PITWHISTLER**

WHAT'S THERE

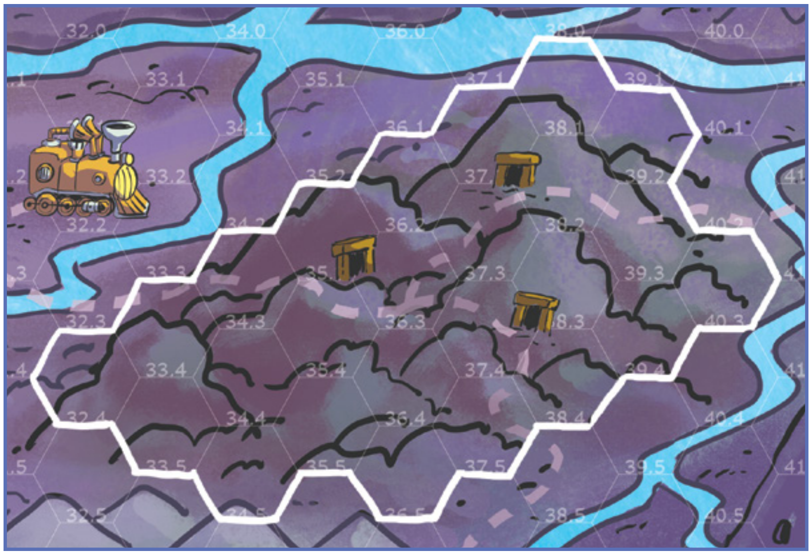
THE EMPTY CAVERNS

Discarded mining equipment, massive mechanical excavators, and machine conveyor belts the size of rivers weave throughout the area. All of it is in disrepair, abandoned because it would cost more to move out than just leave it and manufacture new equipment. The mines are thought to be completely out of coal, but there are still small veins here and there for someone with patience and stamina. Gathering Materials here yields **coal**.

A few groups of **ETTINS** are squatting in the caverns, totally uninterested in the equipment or coal. They are nomads, ousted from Ettin Horn for breaking the rules. They've already started skirmishes with the local morglogs and are usually on the losing side of things.

THE MORGLOGS

An expansive morglog warren made of bones, called the Bone Warren, has overtaken part of Coalvein. The morglogs are quite fierce and possess great numbers. They patrol the area day and night.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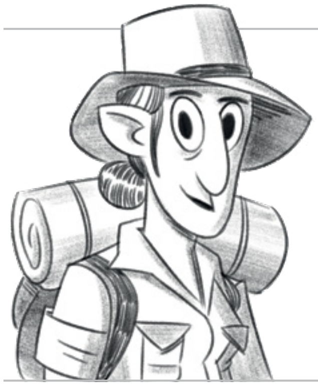
RUMORS

- Travelers tend to vanish without a trace in Coalvein
- There's a fortune in abandoned machinery littered throughout Coalvein.
- Vast structures made from bones have been spotted in the darkest corners of Coalvein
- Ettins from the Mucklands are migrating to Coalvein, stirring up trouble with the morglog population.



MOLLY MULDOOCH

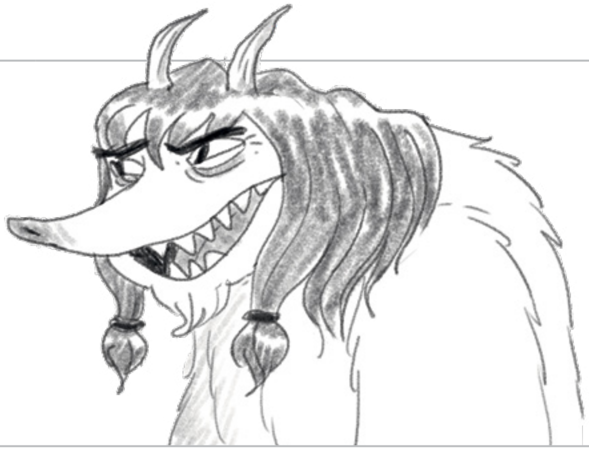
A boggart paleontologist from New Delve City, Molly believes that morglogs could be the key to studying the skeletons of the rarest and most inaccessible creatures in the Underlands. Molly is accompanied by a pair of dweorg guards named Myka and Doon.

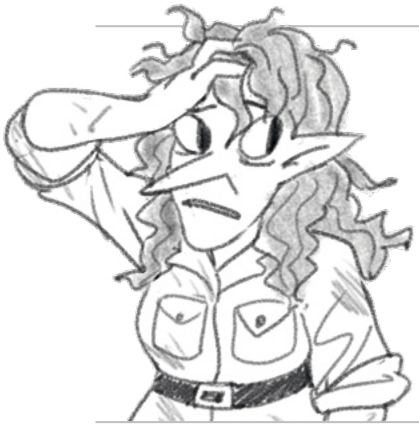
- **Traits:** Very academic, almost humorless, attracted to muscles
- **Motivation:** Find rare bone specimens and discover more about the ancient Underlands.

RORAK

An **ETTIN** (L5-B) who is new to the area, Rorak originally came from Ettin Horn in the Mucklands, but he and his cohorts were kicked out after a failed attempt to oust the king of the hill. Rorak thinks that if he can drive off the morglogs, his boss Thrakka will make him his right hand ettin for sure.

- **Traits:** Ignoble, ambitious, laughs at crude humor.
- **Motivation:** Become his boss's right hand ettin, and then eventually take over the clan.





MADRIA MADWIFF

Former Council Master of the Free Delver's Union, Madria was known as a tough but fair shepherd of the organization, who fought for dungeoneer rights in an industry controlled by greedy, grasping tycoons. But Madria disappeared in Coalvein under mysterious circumstances, which paved the way for Master Reegnus Prag to seize control of the Union. In truth, Prag plotted against her, wiped her memory, and left her to die in the wilderness, resulting in Madria's capture by morglogs in the treacherous Bone Warren.

- **Traits:** Amnesiac, strong-willed, knows something is fishy.
- **Motivation:** Escape imprisonment and remember her identity.

QUESTS

ETTINS VS. MORGLOGS

Rorak the ettin is looking for some help as he scouts the Bone Warren. Ettins, in general, hate morglogs, just as they hate most other creatures. In fact, Rorak would normally hate you and want to devour you, but it seems like you could be useful. You see, Rorak is on a mission of his own. He's devising to kill the morglogs' boss and drive them all out of Coalvein. He is pretty sure that would get him in good with his own boss, Thrakka, who is so very hard to please. So, will you help Rorak do this?

- Thrakka isn't impressed unless King Draglag is slain or the entire Bone Warren is destroyed. Anything less and Thrakka treats Rorak terribly and embarrasses him in front of the PCs. This causes Rorak to want to join the PCs.
- If King Draglag is killed, Rorak is promoted to right hand ettin, and he is glad. The ettins will act as an ally to the PCs in one conflict.

THE BONE WARREN

Molly Muldooch is searching for a perfect bone specimen to conduct her research. Because morglogs build their warrens from collected bones from all over the Underlands, she thinks there could be some amazing finds within. But that would require actually entering the bone warrens of the morglogs in Coalvein. Even with her dweorg guards, that would be quite dangerous. Lead Molly's expedition into the bone warrens, and any treasure within will be all yours!

- Molly Muldooch is looking for as many rare specimens as possible. If the PCs are able to search an area of the Bone Warren they may roll on the Bone Chart (a number of times as described in the dungeon). Roll 2d6 to determine what bones they find:

BONE CHART	
2	Rare: Gargantua
3	Rare: Cragnark
4	Rare: Leviathan
5	Leadralpher
6	Catacobra
7	Reegaldeek
8	Brine Bat
9	Pitwhistler
10	Rare: King Delver
11	Rare: Lorgad
12	Rare: Sharwale

THE BONE WARREN (DUNGEON)

AREA 1: THE BONE WALLS

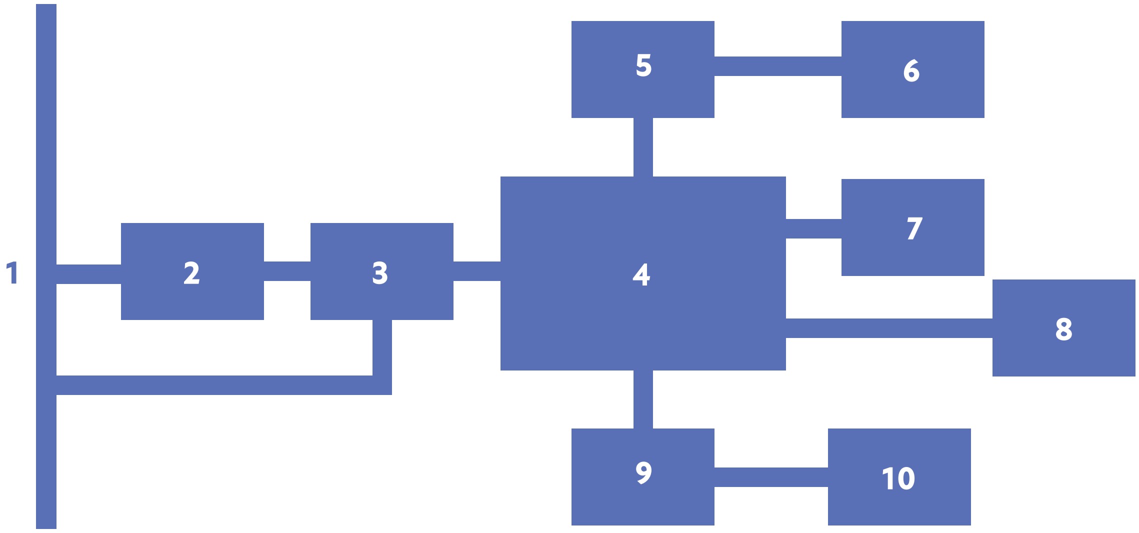
Huge, criss-crossed, yellow bones form a massive fence that curves for hundreds of yards in the darkness.

- String made of sinew, laced with tiny skulls, drapes across the entire length of the outer wall. It's difficult to find a way through the bones and easy to get caught up in the string which makes a clatter and alerts 1d6 **MORGLOGS** (L3-B) within.
- Search Check to find the morglog's entrance, or on a 12+: a small broken passage made by spongosaurs that leads to Area 3.

AREA 2: THE ENTRANCE

The tunnel through the bone wall is hard to find unless looking from the correct vantage point. Weird bone effigies both hang from the tunnel ceiling and are tied to long bones sticking out of the earth.

- Messing with an effigy **CURSES** a PC with bad luck for the session—they suffer -1 to rolls and can't gain Advantage.
- There's a 2-in-6 chance a **MORGLOG** (L3-B) shuffles through the tunnel, its arms full of collected bones.
- Roll once on the Bone Chart.



AREA 3: THE FEEDING PITS

On either side of the entrance, a deep trench runs the entire length of the bone wall. The pit is full of endless broken bones and fetid remains. Gnashflies buzz around in clouds.

- The air is putrid. Vitality Check to resist gagging and vomiting.
- Two morglogs gorge themselves on fresh pitwhistler kills. They almost daintily pluck the bones from their teeth and examine them. Sneak Check to pass through the pits without them noticing.
- Roll 2 times on the Bone Chart.

AREA 4: THE BONE TUNNELS

Four unmarked tunnels branch out beyond the Feeding Pits.

- Tunnel A: The largest of these tunnels leads to the Bone Dens. It smells truly awful inside.
- Tunnel B: Stale air emanates from the tunnel. Claw and dragging marks are dug into the ground. This leads to the Bone Prison.
- Tunnel C: Broken bones litter the floor. It looks like this tunnel is used often and leads to the Bone Hoard. In fact, 1d4 **MORGLOGS** (L2-B) come from the Hoard after depositing bones.
- Tunnel D: Leading to the Bone Throne, this is the cleanest tunnel. At its end, a **MORGLOG** (L4-B) guard named Skagzz blocks the way. He's quietly arguing with himself about being berated and shamed by King Draglag.

AREA 5: THE BONE DENS

Sleeping morglogs snore in their dark, compact dens, putrid air wafting down the halls.

- There are at least two dozen dens, almost built like prison cells but without bars.
- 2d6 **MORGLOGS** (L2-B) sleep on beds of hair and fur, some restlessly scratching themselves and whimpering like dogs. A few of them argue with each other, hollering and cackling in the dark.
- The main tunnel through the den leads to the Refuse Heap.

AREA 6: THE REFUSE HEAP

A horrible, putrid smell emanates from piles of filth and discarded bones.

- A group of **SLAGMUNCHERS** (L1-B) root around the filth piles munching on bones and hard minerals.
- An Old Hoard lies strewn among the detritus.
- Roll 2 times on the Bone Chart.

AREA 7: THE BONE PRISON

The strong, thick bones of huge creatures form three prison cells. Snarling and mewling comes from within.

- A slumped and haggard **PALE FOLK** whimpers in a cell. They don't speak Folk, but it's clear they want to escape. They are eager to help, smiling and nodding at everything that is said.
  - Their name is Yomchuk, and they were taken by the morglogs while they were searching for herbs.
- One cell houses a goblin woman—Madria Madwiff, the former Master of the Free Delver's Union (see quest **The Missing Master**, p38). She groggily awakes and pleads with the PCs to help her escape, but she doesn't know her identity. There is also a dead **ETTIN** in the cell. Roll once on the Bone Chart.
- The last cell houses a huge, snarling **GURBLEPIG** (L3-B) with a bone spear still sticking in its back.
- If the PCs linger or cause a racket, a morglog guard shows up.

AREA 8: THE BONE HOARD

Innumerable bones are piled in heaps upon heaps, reaching almost to the ceiling in this wide circular chamber.

- 1d6 **MORGLOGS** (L2-B) sort through the bones. There seems to be some complicated method to their madness.
- Roll 5 times on the Bone Chart.

AREA 9: THE BONE THRONE

A throne of horns and sharp, jagged bones sits within a cold, dark dome.

- King Draglag, a huge, corpulent **MORGLOG** (L7-C) is draped upon the throne, attendants feeding him and grooming his grotesque feet. Draglag berates them and demands more food.
  - Draglag is so big he cannot easily move, let alone fight, but his attendant **MORGLOGS** (5xL7-G, 2xL4-B) will defend him to the last.
- A locked bone door behind the throne leads to the King's Hoard.

AREA 10: THE KING'S HOARD

A dank, dark hole is filled with glittering treasure and strange bones.

- This is an Ancient Hoard.
- Roll 2 times on the Bone Chart with a +3 bonus to the roll.

Copperdust Mines

A copper lode under the Dustwall Mountains was only discovered in the last year and is now highly contested. Subterranean Pits and Lairs, Krog and Sons, Unassailable Co. and, surprisingly, an upstart dungeoneering outfit called Hammer and Claw Company, are in a race to seize the most claims. These days, pure copper is highly valuable because of its use in Shrym technology (Copper ⛁ are only coated in copper).

MODIFIERS

- -1 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

COALVEIN	
1	**THIEVES**
2	**TOMMYKNACKER**
3	**DWEORGS**
4	**RIVAL DUNGEONEERS**
5	**GANGSTERS**
6	**BANDITS**

WHAT'S THERE

CONTESTED CLAIMS

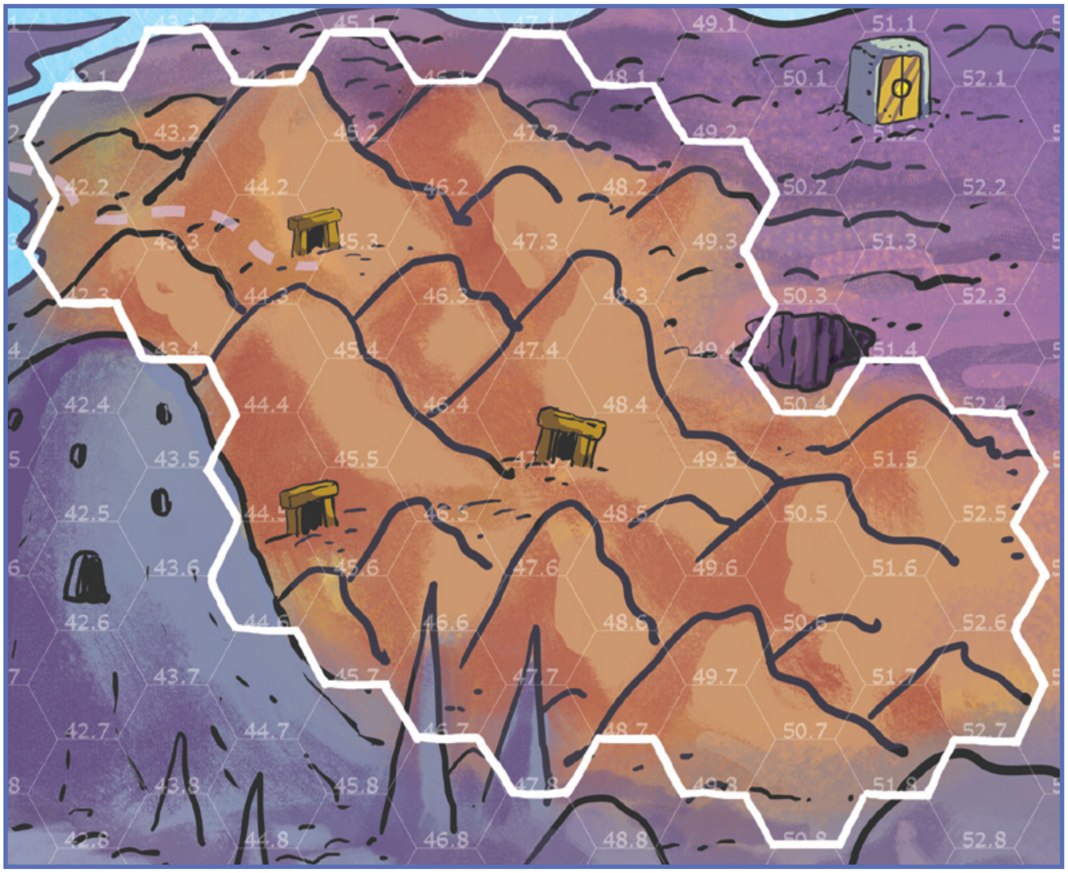
Conflicts and skirmishes between companies break out just about every day over mining claims. Trying to Gather Materials here is a dangerous proposition: Twists and Failures result in **RIVAL DUNGEONEERS** (L5-G) attacking. Success means **COPPER ORE** is found, which has the properties of both **GOBLIN ALLOY** and **BOGRIL BRONZE leaf** (see *Core Rulebook*).

RUMORS

- Hammer and Claw Company is hiring dungeoneers to compete against the Big Three.
- It's an all-out war in the Copperdust Mines between enterprising dungeoneers and thieves.

OUTBOUND RUMORS

- Subterranean Pits and Lairs are spread so thin that they're losing power and influence in the Underlands and Mucklands.
- They say Gordak Chasm leads to the Abyss but no one's ever climbed all the way down.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GOLCHUCK GROUNDHOUS

The co-founder of Hammer and Claw, Golchuck is a boisterous moledwerp who hates being bullied and being told what he can't do. He and Ertha clawed themselves up from the depths of the Abyss with a few simple tools and a dream, and now they're intent on making a name for themselves.

- **Traits:** Ambitious, gregarious, twists his whiskers.
- **Motivation:** Golchuck has a grand five-year plan that will make them have to rename it "The Big Four."

EARTHA MUDVEIN

The other co-founder of Hammer and Claw, Eartha is bigger and stronger than most moledwerps. Using her claws, she can easily out-dig any old dungeoneer with a pick and shovel. Eartha cares less about the politics of dungeoneering and more about the nitty gritty work.

- **Traits:** Huge, sarcastic, chuckles at weaklings.
- **Motivation:** Get things done.

QUESTS

CLAIM JUMPERS FOR HIRE

Up until this point, the darkhorse Hammer and Claw Company has mainly been its founders and a small crew of fellow moledwerp miners. But now, Golchuck Groundhouse and Eartha Mudvein are looking to expand their workforce. The other companies in the Copperdust mines play dirty and have already jumped Hammer and Claw claims, so they will return the favor. Go out and jump some claims for Hammer and Claw, and you'll be paid handsomely.

- None of the Big Three take kindly to claim jumpers, but they all handle it differently.
  - SPL has the most people and the most mines and is protective of them. But their mines are the most spread out, so losing one on the fringes might just be considered a loss.
  - Krog & Sons has the least people and mines, but they retaliate the hardest, using relentless sabotage.
  - Unassailable Co. has very high security, but as it turns out most of it is automated: sputter-guards and turret drones. Even most of their workforce are sputter-miners, so they might not retaliate if their mine is defeated and stolen.
- If the PCs can claim 3 mines from any combination of companies, Hammer and Claw will gain the upper hand in the Copperdust Mines and be satisfied.

COPPER ROBBERS

A multitude of thieves have infiltrated the Copperdust Mines, looking to steal ore so they can sell it to shrym manufacturers for a killing. Even a shrym thieves guild called the Wily Tilers has joined in on the action. But you've also got your staples like the Tricky Toes, the Sootfingers, and the Black Nails. Golchuck Groundhouse wants you to thief-proof the Hammer and Claw mines: set up traps, defenses, guards ... whatever works. And then scare off the pesky thieves once and for all!

- The thieves will all strike the first night after the PCs are hired. There are four entry points into the Hammer and Claw mines, which are large enough that the PCs can't cover all the ground together and will need to spread out or devise some other plan.
- The gangs enter from different entrances and each has their strengths. Make Checks for each gang against the PCs' obstacles—that is, if the PCs aren't there to directly stop them.
  - The Wily Tilers (**THIEVES** L3-G, +1 Skill Checks). Gain Advantage on disarming traps.
  - The Sootfingers and Black Nails (**THIEVES** L5-G, +1 Skill Checks). Gain Advantage on sneaking by guards.
  - The Tricky Toes (**THIEVES** L8-G, +2 Skill Checks).
- If the PCs don't scare off a gang, that gang will return the following night.

Fangrise Peaks

A treacherous expanse of giant stalagmites the size of mountains. Few ever venture into the range because of the harsh climbing conditions, where one slip could mean plummeting to your doom. Legend tells that Fangrise Peaks were once home to the Sarpathi Empire during the Age of Swords, and many of their relics are thought to be hidden among the caverns and caves. There is even a rumor of an ancient stronghold built on the side of one of the peaks.

MODIFIERS

- -2 Travel Checks (Athletics instead of Realms)
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

FANGRISE PEAKS	
1	**SARPATHI REAVERS**
2	**SARVANGS**
3	**SINGE VIPERS**
4	**CATABOBRAS**
5	**SPORE COBRAS**
6	**SARGOG**

WHAT'S THERE

THE SNAKE PITS

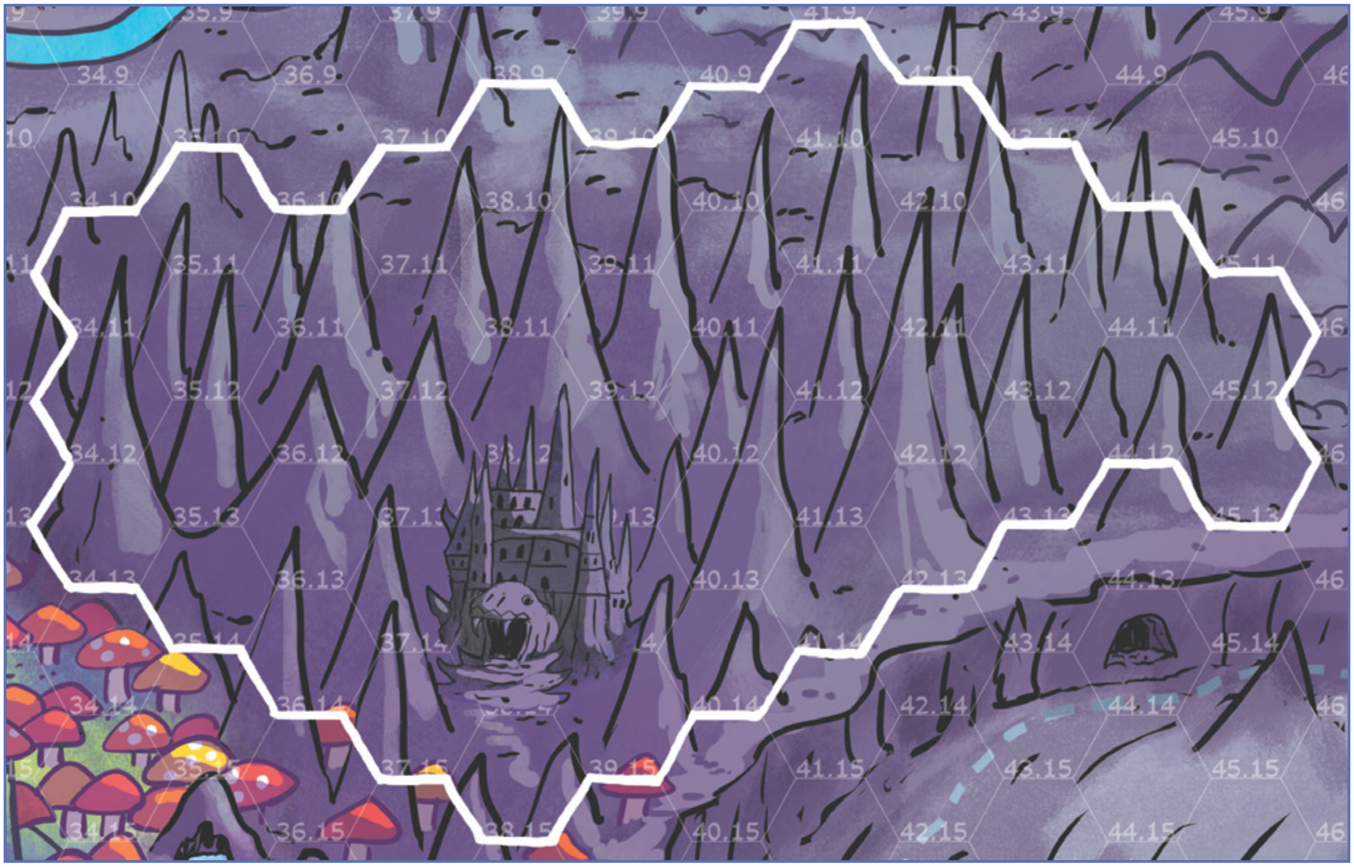
It's largely possible to avoid scaling the huge stalagmites, opting to stick to the bottom floor, but that presents its own great dangers. The floor is crawling with snakes of all types, and in the event of a random encounter, incorporate a Wandering Intruders roll.

THE HARROWING PEAKS

Mountaineering gear is essential for attempting to traverse the peaks. Without gear, Travel Checks suffer Disadvantage. On a Failure, the PC suffers 2d6 Dread from falling in addition to a random encounter.

RUMORS

- The Cult of Ehk have returned to their castle after the dungeoneer, Lazlar Rake, perished in the Abyss.
- An old sarpathi stronghold remains in Fangrise Peaks, even after a thousand years.
- The Cult of Ehk are on the hunt for renegade sarpathi called the Silver Coil.
- Fangrise Peaks is home to all manner of snakes, and some say the sarpathi have even returned.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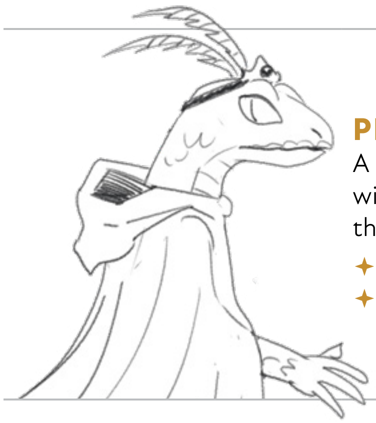


PRINCESS ZARRA

A sarpathi princess on the run from her treacherous uncle. Desperate for safety, she is willing to rely on strangers for help. Zarra is principled and unwavering in her disdain of the Cult of Ehk, but doesn't see a world in which they can be defeated.

- **Traits:** Learned, wary, soft-spoken
- **Motivation:** Find safety and find her brother, if he still lives.

QUESTS

THE SARPATHI PRINCESS

A wounded sarpathi in tattered rags throws her hands up in peace. She introduces herself as Princess Zarra of the Silver Coil, an order of old, imperial sarpathi that are opposed to the Cult of Ehk. Zarra is on the run from her treacherous uncle. Princess Zarra is part of the last sarpathi royal family that resisted joining the Cult of Ehk, but now all is lost. Her uncle Lord Zorath betrayed and killed her parents and has overtaken Soth'var, the old sarpathi citadel. Can you escort the Princess somewhere where she'll be safe?

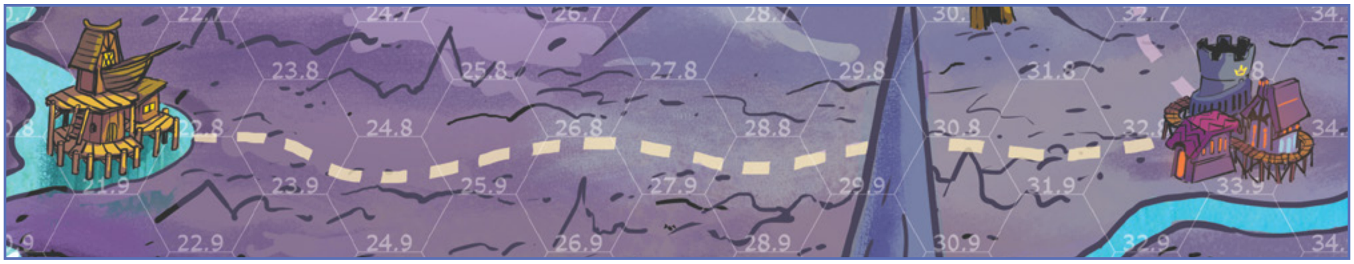
- A horde of **SARPATHI REAVERS** (15xL3-G, 3xL3-B) are actively searching Fangrise Peaks for Princess Zarra who escaped imprisonment and certain death at Castle Exile, which the sarpathi call Soth'var.
- Lord Zorath wants her dead, but won't waste too many resources pursuing Zarra into large settlements like New Delve City. However, spies will begin to follow her, and folks everywhere will be wary of a sarpathi in any town.
- Perhaps the only way to truly protect Princess Zarra is to defeat Lord Zorath.
- Princess Zara has a brother named Prince Sarlo, but she fears that he was killed. The last she saw him was when their parents were murdered several months ago.
  - Prince Sarlo is at Dungeoneer Academy, where he has been taken in as a secret student (see quest **The Sarpathi Student**, p73).
- **HEROIC TITLE ACHIEVEMENT**: Protect Princess Zarra and defeat Lord Zorath.
  - ***Savior of the Silver Coil*** ♔. All sarpathi unaligned with the Cult of Ehk regard the PC with gratitude, while Ehk cultists focus attacks on the PC.

THE HIDDEN FORTRESS

Princess Zara believes there is a Hidden Fortress, or at the very least the ruins of one, located within the Fangrise Peaks. Zara isn't sure what she'll find there, but is hopeful of discovering the Banner of Shyy'ah, an ancient heirloom of the Silver Coil that could inspire like-minded sarpathi and discourage the disciples of Lord Zorath.

- The Hidden Fortress, a partially buried tower of tarnished silver, is located in Hex ____.
- **Chamber 1:** Fallen stone blocks form a low ceiling, with crunching rocks underfoot. The still air is subtly sweet. A closed, heavy iron grate in the ceiling is the only exit to Chamber 2; large **SARGOG** scales are scattered on the ground below it.
- **Chamber 2:** A narrow, tar-coated, brick tunnel splits in two. Sticky tar, bones, and filth inflict Disadvantage on Athletics and Nimbleness Checks. Sargog scales lead in both directions to Chamber 3 and 4. There is a disgruntled **TARKIN** (L5-B) in the tunnel to Chamber 3 and a huge bear trap that inflicts 1d8 Dread in the tunnel to Chamber 4.
- **Chamber 3:** A cluttered cloister features scattered, hard-fungal palisades, broken weapons, and a *Magnificent* spear lodged in a toadstool stump. Taking the spear alerts Truug, a **LORGAD** (L6-B) who left it there as a backup weapon. She won't tolerate interference in her hunt for a sargog. A circular, stone groove—once a channel for boiling oil—encircles the room, now filled with sticky tar. A hot, corroded metal pump, if activated, fills the room and the connecting tunnel with a surge of boiling tar.
- **Chamber 4:** A collapsed vault with a colorful tile floor. Lady Da'sha, an angry **SARGOG** (L8-C), was sent by the sarpathi Cult of Ehk and is now destroying the chamber while searching for relics. She is hostile and will not leave without loot. A hidden latch on a wall-mounted torch opens Chamber 5.
- **Chamber 5 (Secret):** A small chamber with solid silver walls polished to a mirror shine. Inside is a Mythic Hoard that includes the Banner of Shyy'ah, which displays the inspiring symbol of a silver dagger with two blades resembling fangs.

The Great Goblin Turnpike



One of the oldest and longest tunnels in the Under Mucklands, the Great Goblin Turnpike runs from New Delve City to Port Lagoonie and is heavily tolled. Built by Graag Gargoon to control the shipping of goods between the two cities, the Turnpike is freely accessible in the modern day—that is, if you pay the tolls. There are dozens of toll booths along the tunnel, but not all of them are manned at one time. The toll booths are owned by New Delve City and Port Lagoonie, both of which maintain the tunnel, keeping it clear of pests and its structural integrity intact. Most toll booths are operated by **TROLLS** hired by the cities for their knowhow in demanding toll payments.

PAY THE TOLLS

On a Bump in the Road, PCs must also pay a Copper toll. They say if you're really lucky, you can travel the entire turnpike without getting tolled.

MODIFIERS

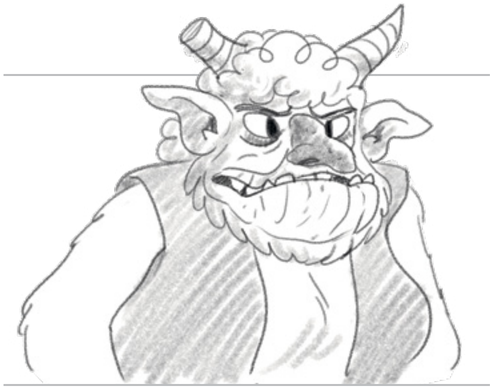
- +1 Travel Checks
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

THE GREAT GOBLIN TURNPIKE	
1	THIEVES
2	BANDITS
3	DWEORGS
4	RIVAL DUNGEONEERS
5	GANGSTERS
6	TROLL

RUMORS

- If you get on a lucky streak, you can travel the entirety of the Great Goblin Turnpike without paying a toll.



“BUSTIN’” BEDDY BAHWEEP

Known for her sour personality, Beddy the troll has been working the toll booths for almost a hundred years. Most thought she would have retired by now, but Beddy delights in collecting copper, and seeing the pained faces of her customers.

- **Traits:** Curmudgeon, stubborn, can't help but insult.
- **Motivation:** Collect the most tolls out of anyone on the turnpike.

QUESTS

BESTIN’ BUSTIN’ BEDDY

Just as you pass through one of the toll booths, the infamous toll collector “Bustin’” Beddy Bahweep clocks in and notices she missed out on a toll. She's obviously perturbed. She immediately closes the toll booth and starts jogging down the tunnel toward you.

- Beddy is furious because the sandwich cart guy took too long to make her sandwich, causing her to be late. But that's beside the point.Now Beddy is determined to beat the PCs to the toll booth in the next Hex.
- Beddy is an old **TROLL** (L4-C), but she's surprisingly spry and has long strides. If the PCs try to outrun her, they suffer -1 to Travel Checks. Beddy will keep up the race until she eventually beats the PC to a tollbooth or is humbled by a random encounter.

Greyglitter Valley

The mines known as Greyglitter Valley were actually built centuries ago by dweorgs who used **greyglitter ore** for all of their metalwork. But when an encounter with a slumbering **GWARGLEBEAST** went sideways, the dweorgs abandoned the mines, never to return, despite the richness of **greyglitter ore**. Many, many years later, Subterranean Pits and Lairs LLC ventured into the mines of Greyglitter Valley and renewed extraction work. Needless to say, there was a ton of official paperwork to be filed with goblinoid resources after the first run-in with the gwarglebeast. SPL retreated from the mines for a time, but returned once the gwarglebeast sightings waned. But Gravelhide the gwarglebeast has awoken once more, right when SPL is in dire need of **greyglitter ore**.

MODIFIERS

- -1 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

GREYGLITTER VALLEY	
1	**GWARGLEBEAST**
2	**TOMMYKNACKER**
3	**WAILING WOES**
4	**DWEORGS**
5	**RIVAL DUNGEONEERS**
6	**WINKY SPOILERS**

WHAT'S THERE

THE GREYGLITTER MINES

Mines are speckled throughout the entirety of Greyglitter Valley. Many of these were originally built by dweorgs, but now most are being constructed by Subterranean Pits and Lairs LLC. Most dungeoneers consider the dweorg mines to be haunted, and that's not entirely untrue: there are pockets of woe-shadow gas all over the mines. And not coincidentally, there have been recent disappearances of SPL miners.

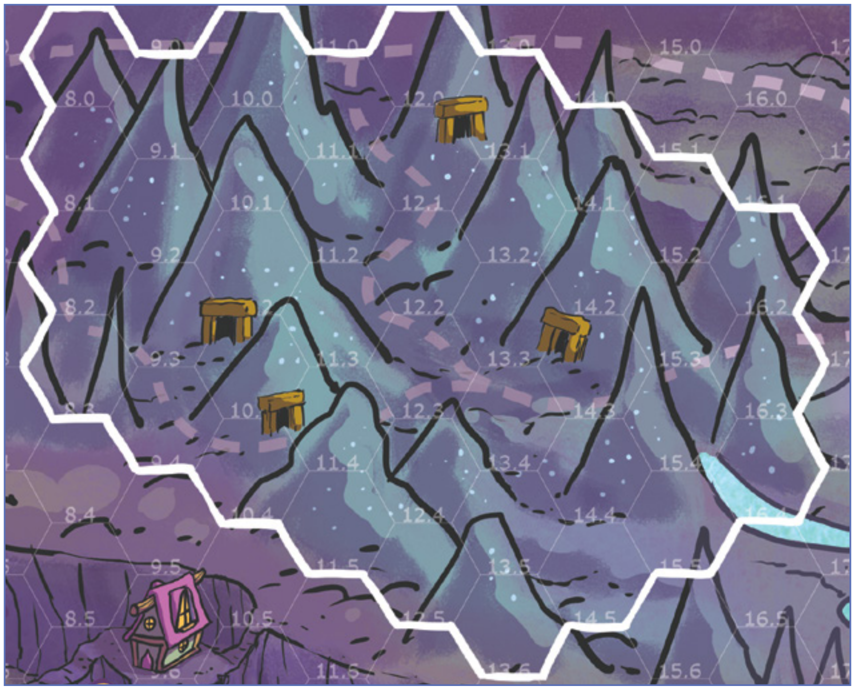
When Gathering Materials, a Success also yields **greyglitter ore**, but Failures and Twists result in encountering **WAILING WOES** or **RIVAL DUNGEONEERS**.

GRAVELHIDE THE GWARGLEBEAST

Despite many efforts, no team of dungeoneers has ever slain Gravelhide the **GWARGLEBEAST** (L10-C), who by all accounts must be hundreds and hundreds of years old. The monster is currently in a cycle of wakefulness and is quite hungry and ornery.

RUMORS

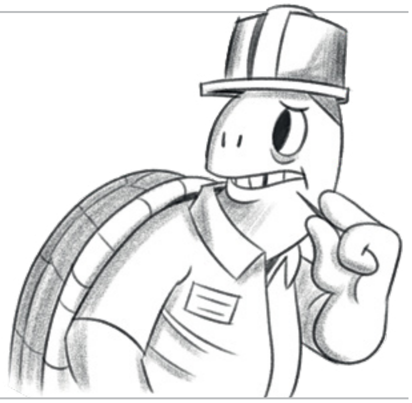
- A gwarglebeast has awoken in Greyglitter Valley after a hundred years.
- Ghosts of dead dweorgs haunt Greyglitter Valley and feast on the souls of miners.
- Greyglitter Valley has just been infested with winky spoilers.



TASKMASTER RUGG CHALNEE

A centiperson taskmaster who never thought he'd be stationed in the Underlands. Chalnee inherited the position after the first guy disappeared. That should have been his first clue not to accept the promotion. Now, he sits in his tent furiously chewing on toothpicks and looking at the budget numbers that have just skyrocketed.

- **Traits:** Frightened, at his wit's end, chews several toothpicks at once.
- **Motivation:** Keep the operation from crumbling under his watch



QUESTS

THE MAJOR MINER PROBLEM

Taskmaster Chalnee is down so many miners that if you wanted to work a shift, he wouldn't say no. But you look like adventurer types, and, well, he could use your expertise too! See, for some reason miners have been disappearing in the Greyglitter Mines. Some say the roving gwarglebeast is eating them, others say the mines are haunted by evil ghosts. Either way, Chalnee needs this problem put to an end! He'll pay two pouches of Gold 🪙, and that's coming out of his paycheck.

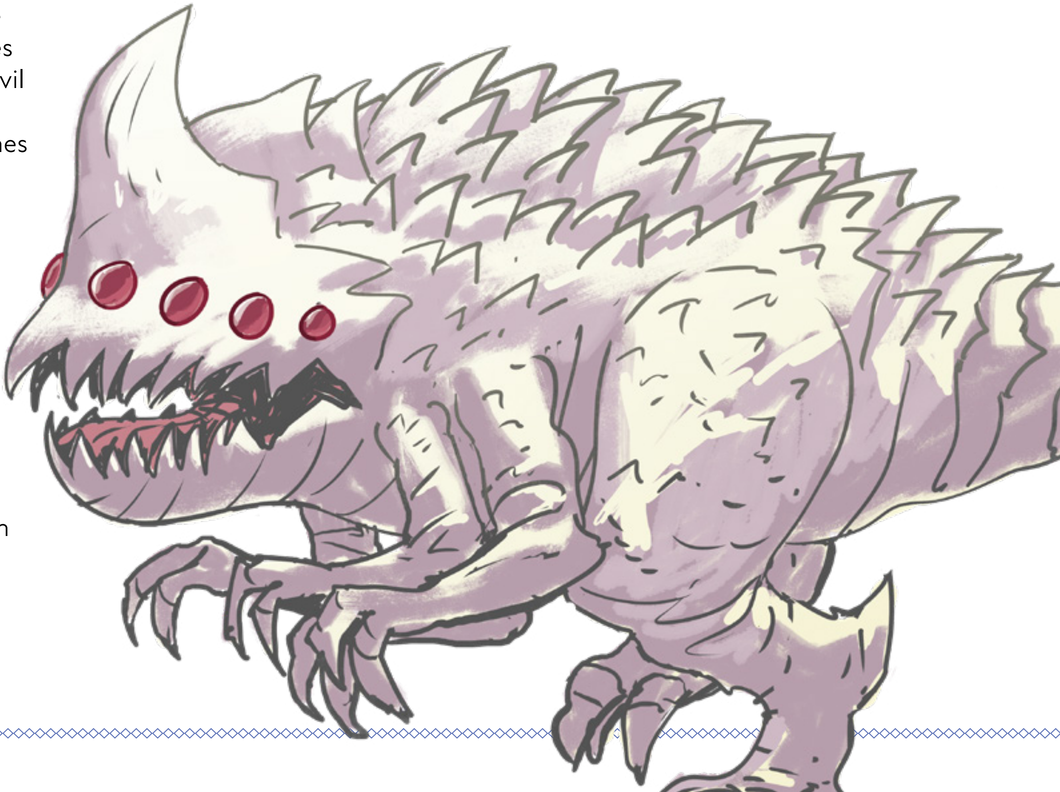
A dozen miners have turned into **WAILING WOES** (L7-G) because of all the woe-shadow gas in the mines. They roam deep in the mines in Hex 9.2 and attack anyone on sight.

- A **TOMMYKNACKER** (L5-B) named Ragdoll Reeta knows how to reverse the **CURSE** of wailing woes, but she would rather play tricks on the PCs: causing tremors, closing off passages, disturbing swarms of **EYEBATS** (L3-G), etc. However, she is partial to games and would share the secret if anyone played Rascal Rummy, Huzzah, or something similar with her.
  - Breaking the **CURSE** requires the services of multiple NPC witches or gnomes who can dispel the evil curse on a large scale. Ragdoll Reeta suggests asking the witches in Boon Witch Grotto (p171).
- Gravelhide the **GWARGLEBEAST** (L10-C) is currently roaming the Hex Cluster of 12.2. The beast has certainly eaten a few miners, but it is even hungrier and more ornery now that the miners have retreated from its current territory.
  - Gravelhide could be lured out of the mines if something interesting or delectable enough enticed it. Otherwise, slaying a gwarglebeast is a tall order.

THE SPOILED ORE

As if things couldn't be any worse, now the operation has run afoul of **WINKY SPOILERS**—horrible little things that rust metal before devouring it. They've already started to corrode a beautiful greyglitter vein and now they're even gobbling up the mining equipment. Go in there and exterminate the critters! The faster you do it, the more money I'll have to pay you.

- As creepers, the PCs will need to come up with a creative way to exterminate them or clear them out of the mines. There are three groups of **WINKY SPOILERS** (L5-G) in the mines, and the PCs will have to decide what they should try to save first.
  - The first group is munching on a greyglitter vein. This is the most valuable option. Two pouches of Gold 🪙 if saved first, Copper 🪙 if not.
  - The second group is gobbling up mining gear. Silver 🪙 if saved first, and the gear is destroyed if not.
  - The third is devouring a Shrym cave-eater drilling vehicle. Gold 🪙 if saved first, Silver 🪙 if not.



The Hollow Mountain

Mysterious and perplexing, the Hollow Mountain is full of huge caves and tunnels that lead deep within to the ruins of a long-lost Underlands civilization. Within the stony walls of the subterranean peak are vast city streets, ruins of spires that rise from chasms into the sky, and statues of extinct creatures that have no name. To this day, there are endless rumors of vast treasures hidden deep within the mountain. The greatest mystery of all, however, is who these lost people were, for no one has ever found a skeleton, mummy, or even a visual depiction of their likeness.

MODIFIERS

- -1 Travel Checks
- +2 Wandering Intruder Chance

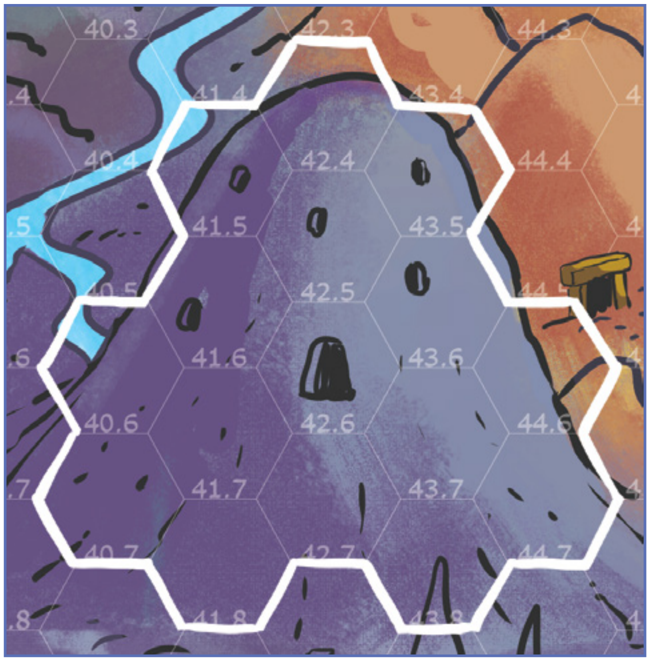
WANDERING INTRUDERS

THE HOLLOW MOUNTAIN	
1	**SLAGMUNCHERS**
2	**CATACOBRAS**
3	**LEADRALPHER**
4	**LIVING LANTERN**
5	**RIVAL DUNGEONEERS**
6	**STALAGMITES**

WHAT'S THERE

THE MOUNTAIN CLIMB

It is possible to climb the Hollow Mountain to its peak, but **SLAGMUNCHERS** and **CATACOBRAS** infest the mountainside. Huge holes riddle the rock face, many of them large enough to fit a giant.

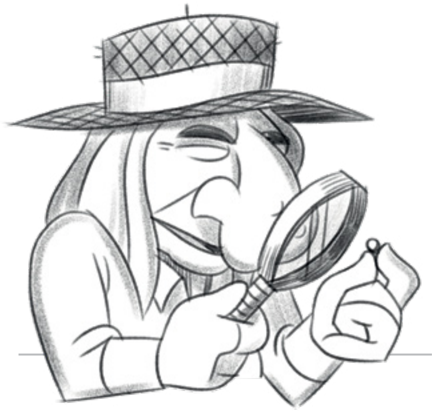


THE CITY WITHIN

Following a tunnel from one of the cave entrances leads the PCs to the ruined city within, but most of it is so dilapidated that it's hard to make sense of the architecture or traverse the city vertically. In some places there are giant stairs and huge archways, very stark in design, but few lead anywhere remarkable. Use a **RANDOM DUNGEON** or the Ruins of the Hollow Mountain dungeon below if the PCs explore the city within.

RUMORS

- There's a huge reward for anyone that can find the remains of one of the Lost People.
- Rival dungeoneers frequent the mountain, raiding ruins in search of puzzling artifacts.
- Reportedly, a giant leadralpher called Bombard dwells in the ruins.



WYN THE WANDERER

A dweorg of sizable reputation, Wyn scours the Hollow Mountain to uncover its secrets and history. She is known to travel in a squeaky cart pulled by a **CATTERWOMPUS** and collects artifacts that she finds, trying to identify them.

- **Traits:** Endlessly curious, loves riddles, mutters.
- **Motivation:** Discover the truth of the lost civilization in the Hollow Mountain.

QUESTS

OLD MAGIC

Wyn the Wanderer believes she's finally found a location deep within the Hollow Mountain that could lead to some answers about who the Lost People were. But before she could get very far, Wyn got spooked by a huge **LEADRALPHER**. Help Wyn find answers and any other historical artifacts, and she'll lead the way inside.

- Wyn has a **CATTERWOMPUS**, ready to haul away any treasure she finds. The dungeoneering outfit Unassailable Co. has promised to pay Wyn a sum of four pouches of Ancient 🪙 for any artifacts and *Magic* items.

RUINS OF THE HOLLOW MOUNTAIN (DUNGEON)

AREA 1: THE CRUMBLED GATE

A massive gate that is now partially collapsed and mostly blocked by piles of crumbled, painted stones.

- PCs must climb piles of stones to enter through the gate.
- A **SLAGMUNCHER** (L1-B) warren is beneath the rubble. They reveal themselves when the stones are disturbed .
- The skeletons of a dweorg adventuring party lie within the rubble. One of them has a *Magnificent* axe.

AREA 2: THE RUNED PILLARS

Ancient runes, mostly worn away, are etched into tall, broken pillars that line a long hall.

- The runes are magic and almost impossible to decipher. There are 5 still-legible rune words. On a 12+ Lore Check with Disadvantage, the reader casts a spell buff on themself by reading one of them.
  - +5 Temporary Courage
  - +1 Vim
  - +1 Vigor
  - +1 Knack
  - +1 Knowhow
- If a spell is cast, the flash of light attracts a **CACKLING SHADE** (L6-B) that attacks the PCs.

AREA 3: THE VAULTED CHAMBER

The ceiling of this vast chamber stretches hundreds of feet into the air.

- The **LEADRALPHER** (L5-C) that Wyn the Wanderer encountered roams the floor. The beast is known as Bombard and has injured many adventurers.
- The chamber terminates in a tall tunnel leading to Area 4.

AREA 4: THE GREAT STAIR

Giant, crumbling stairs, each step six feet high, lead up through the mountain as far as the eye can see.

- Halfway up, a **CRAGNARK** (L7-C) climbs up the side of the stairs and grabs for the PCs.
- Falling from the height is possibly lethal, not only for the PCs (lose all Courage and Defy Death), but for the cragnark, too.
- At the top of the stairs there are three tall arches, each a different path forward: Area 5, 6 and 7.

AREA 5: THE CHAMBER OF STARS

Glistening silver etchings cover the walls and ceiling of a dome-shaped chamber.

- A giant key protrudes from the wall. If it's turned, the etchings on the dome light up brilliantly, revealing a sky full of stars that turn and move across the ceiling.
- Dozens and dozens of toggles and switches are next to the key in the wall. These light up various constellations and distant collections of stars. Seeing the sheer scope of outer space would be mind-blowing for just about any PC.
- A large door leads to Area 8.

AREA 6: THE CHAMBER OF DREAMS

A huge, flat slab of stone lies in the middle of the dome shaped chamber.

- A giant key in the wall can be turned to activate the room's purpose, but only if someone is lying on the stone slab, which is so large that all of the PCs could fit on the slab together. This room was built for the Lost People to self-actualize and conquer their fears.
- When activated, the person or persons lying on the stone slab enter a waking dream state. Ask each PC on the slab what their greatest hope or desire is, i.e. their Personal Quest. Present each dreaming PC with a shared impromptu dream sequence related to their Personal Quests, perhaps involving key NPCs. How do they react? How do their combined dreams complicate the situation? Is there a Conflict? Even in this waking dream state, the PCs can suffer Dread.
- A large door leads to Area 9.

AREA 7: THE CHAMBER OF THE MIND AND BODY

A dome shaped chamber with what looks like a giant coffin in the center of the room.

- The coffin in the middle of the room is actually a sensory deprivation chamber, which the Lost People used to center and focus their minds. It is filled with a magic liquid that is still clean and safe.
- It takes a group to move the lid on the coffin enough for someone to get inside. If one hour is spent in the sensory deprivation chamber, make a Mettle Check: On a 6+, the PC heals all Courage.
- A large door leads to Area 10.

AREA 8: THE LONG HALLWAY

A long, winding hallway meanders through the mountain. Drafts of cold air streak through like wailing ghosts.

- **EYEBATS** (L2-B) flutter in a massive swarm from an opening in the wall which leads to a natural stone balcony. It offers an amazing view from the mountain: a shaft of light from the surface shines down providing visibility in the distance.
- Further up the hallway, a flight of huge stairs are in disrepair. If care isn't taken traversing them, they begin to collapse and cause a rockslide.
- At the top of the stairs and hallway are two giant doors: one leading to Area 11 and one leading to Area 12.

AREA 9: THE LIVING QUARTERS

Four huge, simple stone beds jut from the far wall, evenly spaced out from each other. Furniture built from **abyssium** lines the side walls.

- Under one of the beds is a large locked chest. Inside is a *Magic* ring the width of a dinner plate. The Dream Ring: 2 Charges. Use 1 Charge to enter the dreams of a Close sleeping target.
- Under another bed is a lurking **DARKLING**, hungry for new shadows.

AREA 10: THE LADDER TUNNEL

Iron rungs of a ladder built into the wall of a wide vertical tunnel lead straight up through the mountain.

- A **CAVEMAW** has roosted in the tunnel. The rungs disappear, replaced by toothy hand grips. If the PCs aren't wise to the danger, the creature closes its mouth.
- If the PCs manage to remove the cavemaw and progress further up the tunnel, they climb up to Area 13.

AREA 11: THE LIBRARY

Impossibly tall shelves house huge stacks of stone tablets and giant scrolls rolled up like bolts of fabric.

- The language is that of ancient magic: rune words that are nearly impossible to translate because they are so archaic (Lore Check -3 with Disadvantage). A **DWELF** would be able to read them easily.
- Most of the tablets chronicle the history of the Lost People, who were known as titans—not unlike their underwater brethren, the tritons. They were huge, almost godlike figures that tamed the wild monstrosities and beasts that ruled the proto-ages of Eem. An alliance with dwelfs is recorded, who were revered by the titans for their mastery of magic. The chronicle abruptly ends after the tablets detail the corruption of magic by the mortal folk.
- The scrolls are some of the first magic spells ever written. They are long rituals that take hours to complete, not like the scrolls that wizards perfected.
  - One of them is the equivalent of the spell *Jasper's Dispellification*, which undoes a magical effect.

AREA 12: THE OBSERVATORY

A huge telescope that looks like a submarine periscope descends from the ceiling. Maps, charts, astrolabes, and other arcane instruments of astronomy clutter the space.

- A horde of **REEGALDEEKS** (L2-G) swoops down from the ceiling to attack the intruding PCs.
- The periscope is at the height of a giant, so it must be reached before a PC can look through the lens. Looking through it provides a clear view of stars in outer space.
- It would appear that all of the charts and maps are what was used to create the Chamber of Stars. Lore Check with Disadvantage: Notes reveal that the main purpose of the Hollow Peak tower was to learn more about the mythical Starfolk and grasp a deeper understanding of magic. The Lost People were trying to locate the Starfolk by mapping the stars.

AREA 13: THE WORKSHOP

Huge containers made of volcanic glass sit atop a central table. A dormant forge is built into the far wall. Ancient tools and weapons are both scattered on the floor and racked on the wall.

- A **DUNGEONOUS CRAB** (L4-B) has made its home here. It has what looks like a cragnark skull on its back.
- Time has degraded much of the wonder of this workshop. Elixirs and concoctions have turned to dust or soured in their receptacles.
- The tools are heavy, strange, and unrecognizable.
- There is an Ancient Hoard here, except all the items are huge versions.

Silverspan

Stupendously rich with silver deposits, these caverns are worked by dozens of dungeoneering outfits with claims awarded by the Royal Gargoons. Some claims go back well over two hundred years. Yet in all that time, the overflowing abundance of the Silverspan has never run dry. But don't think it's all up for grabs. The entire place is protected by armies of **GUARDS**, **MERCENARIES**, and **RIVAL DUNGEONEERS** who have been hired to maintain order in a place where a pouch of Silver can be acquired as easily as plucking a mushroom.

MODIFIERS

- -1 Travel
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

SILVERSPAN	
1	**GUARDS**
2	**MERCENARIES**
3	**BOUNTY HUNTERS**
4	**RIVAL DUNGEONEERS**
5	**GANGSTERS**
6	**FELMOG KNIGHTS**

WHAT'S THERE

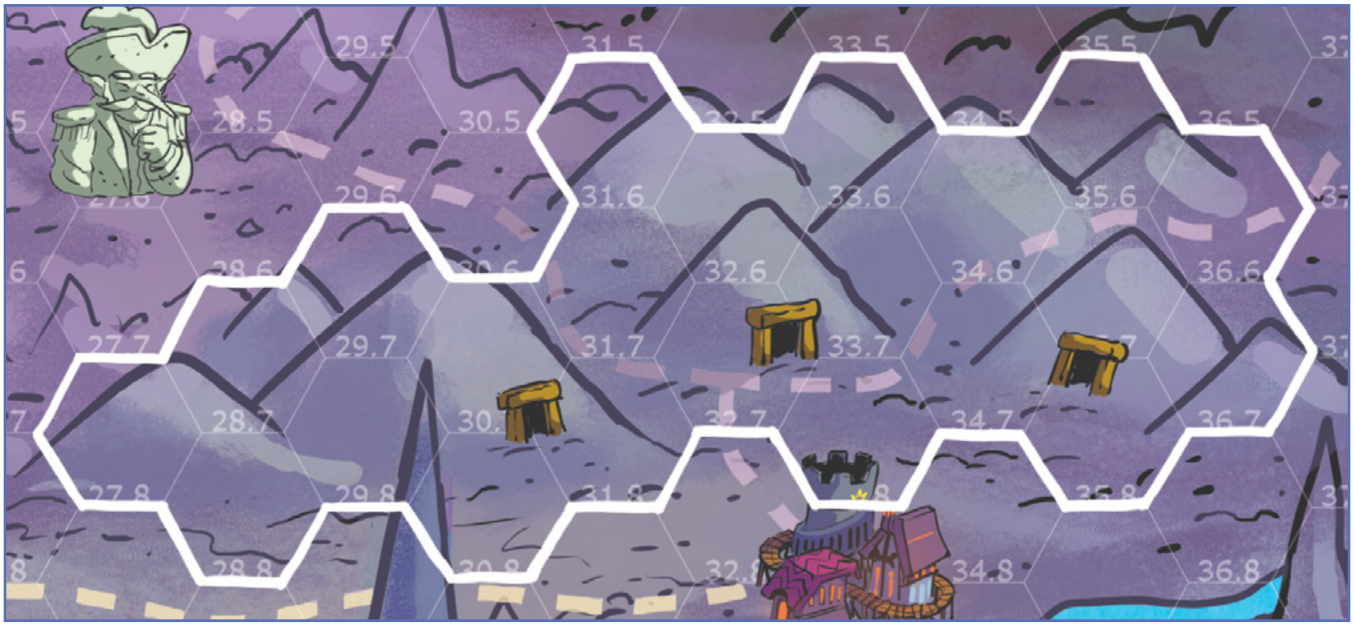
GUARDED MINES

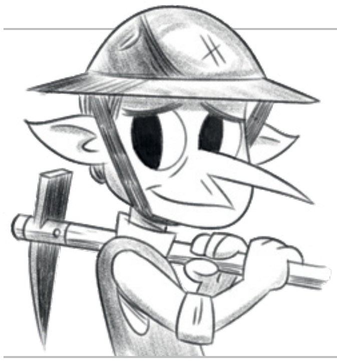
All of Silverspan is already claimed, portioned out to numerous parties by the royal Gargoons, who get a cut of everything mined. Not only do the corporations have their own security, but Gargoon security forces keep watch over Silverspan to prevent thefts. No matter how much security exists, however, wily thieves always manage to mine silver illegally.

When Gathering Materials in Silverspan, Successes result in mining silver ore. However, Failures and Twists result in **GUARDS** pursuing the PCs for theft.

RUMORS

- Gangsters are operating illegal mines, harvesting silver in secret.
- Felmog Knights are raiding smaller mines for silver.
- Forged mining claims are causing chaos amongst rival dungeoneers.
- Miners are disappearing from smaller remote claims and no one knows why.

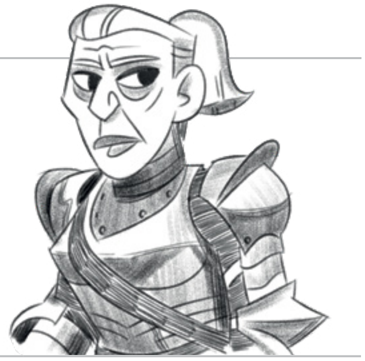




WAYMOR DUNKE

A freelance dungeoneer who was awarded a claim by the Gargoons because he needed a way to feed his nineteen children. That's right…nineteen. They weren't expecting the dodecatuplets.

- **Traits:** Hard-working, forthright, aw-shucks personality.
- **Motivation:** Provide for his nineteen children.



MARSHAL MORMA KRULL

Marshal Krull has no desire to be in the Underlands, but she has an obligation to her son, Kleor. She blames herself for not resting and pushing her warband through the dead of night when a werewolf attacked and nearly killed Kleor. But now her son is a werewolf, and the Marshal bears an immense guilt.

- **Traits:** Dutiful, austere, distracted with worry.
- **Motivation:** Save her son before it's too late.

QUESTS

THE CURSED KNIGHT

Boggle miner, Waymor Dunket, needs help. A Felmog Outrider named Marshal Morma Krull and her retinue are raiding his claim and stealing silver! The authorities are looking the other way because no one wants to mess with Felmog Knights, but Waymor needs help. He's offering half of the stolen silver as a reward, a total of 5 pouches of Silver.

- Morma Krull isn't your average thief. She is stealing the silver to arm her knights against a **WEREWOLF**—specifically, her son who was bitten and transformed into a monster only a few weeks ago. She intends to use the silver to forge mancatchers and a cage in order to catch her son, weaken his **CURSE**, and ultimately whisk him back to the Mucklands where the **CURSE** can be broken by a sorcerer at a place called The Stone (see *The Mucklands Sandbox*).
- Morma Krull (L7-C) and her band of **FELMOG KNIGHTS** (5xL4-B) will not return the silver, but if convinced, they will allow the PCs to help capture her **CURSED** son.
- The **WEREWOLF** (L5-C) is haunting the Mucklands just above Silverspan. He roams the area at night feeding on wild beasts and sleeps in a dead hollowed out tree that some locals call Old Screamer.
- If her son is slain, Morma holds a grudge against the PCs. If the PCs capture her son, Morma takes him to the surface to have the **CURSE** broken and pay her debts off to Waymor Dunket with a *Magic* item.

MORE THAN YOU BARGAINED FOR

Waymor Dunket hates all the gangsters and thieves around here in the mines. He doesn't feel safe storing his silver haul on site. So could you deliver this big, old load of silver to Waymor's family in Salty Town in New Delve City? He's sure his wife could use the money to buy more food for their nineteen children. Oh, and, if you could, just make sure everyone's doing okay at the homestead, would ya?

- **GANGSTERS** (6xL4G) waylay the PCs on their way out of Silverspan.
- Waymor Dunket's wife, Joola, is struggling to take care of nineteen kids by herself. She appreciates the delivery, but if the PCs really want to help, they'll talk some sense into their oldest child, Dran. He's hanging with the wrong crowd, staying out late, and dressing like a clown!
- With no strong father figure and a mom who can't pay attention to him, Dran has gone off the rails and joined the Court Jesters. He hangs out in Gunk Hold Grotto (p46) and spends time on the tram lines verbally harassing folks.
- Dran acts tougher than he is, but without an intervention, he'll soon be fully indoctrinated.

The SPL Tunnel Matrix

Tunnels, mines, and caves connect vast sections of the Underlands wilderness, but traveling between them can often take weeks of trekking through the dark. That's where the endless resources of Subterranean Pits and Lairs LLC comes in. At the forefront of Underlands expansion, SPL has spent more money on excavation and exploration than all other outfits combined. These efforts were successful at first, but soon there were so many connections, newly discovered chambers, and unearthed chasms that navigating the area became difficult to do without detailed maps.

SPL allows authorized freelancers to use the tunnels as long as they pay. The company employs enforcers to roam the tunnels and check passes.

MODIFIERS

- -2 Travel Checks without a light source.
- +1 Wandering Intruder Chance
- PCs can move 2 Hexes per Travel Turn in the Tunnel Matrix.
- Disadvantage on Travel Checks without a tunnel pass and proprietary maps.
- If PCs attempt to use the Tunnel Matrix without authorization, add angry SPL **RIVAL DUNGEONEERS** to all random encounters.

WANDERING INTRUDERS

THE SPL TUNNEL MATRIX	
1	**RIVAL DUNGEONEERS**
2	**RIVAL DUNGEONEERS**
3	**RIVAL DUNGEONEERS**
4	**TUNNEL CAT**
5	**BANDITS**
6	**LIVING LANTERNS**

COSTS

SPL charges an arm and a leg for independent dungeoneers to use their tunnels.

- Tunnel Pass (10 or less individuals): Ancient ⛁
- Proprietary Maps: Ancient ⛁

WHAT'S THERE

SPL MINES

Branching out in all directions like the mycelium of a fungal superorganism, Subterranean Pits and Lairs owns countless mines, and while many of them are abandoned and sapped of resources, others are still active, thrumming with the clinks and clanks of industry. As long as freelancers stay out of the way, they won't run into any problems. But interfering with SPL's operations will surely get your tunnel pass revoked.

THE SPRAWLING TUNNELS

Tunnels of the SPL Matrix rarely make much sense in terms of how they are laid out, but they are decently built and well-traveled—travel using them is much easier than crawling at a snail's pace through the Underlands.

On a Bump in the Road, the PCs must also avoid a convoy of cave-eaters—big drilling machines—rumbling through the tunnels.

RUMORS

- Something is lurking in the SPL Tunnel Matrix, collapsing mines and snatching miners.
- Smugglers use the SPL Tunnel Matrix right under the company's nose.
- There's a secret mine shaft that only SPL knows about. Must be valuable.

CHORG DUNRIGHT

A bugbear enforcer who patrols the Tunnel Matrix with his team of quobs, looking for freelance dungeoneers who haven't purchased a tunnel pass. If they don't have a pass, he demands they pay on the spot, with no exceptions. Otherwise they're getting the boot, out into the unforgiving darkness of the wild Underlands.

- **Traits:** Rough, inflexible, loves his quobs.
- **Motivation:** Keep out any freeloaders from the tunnels.

WRIGGLBOGGINPICKLEWIG

An imp–Picklewig for short–who works for Mab Mooney (p77). Covered with satchels and bags, all bursting with maps of the SPL Tunnel Matrix, Picklewig is a cartographer by trade, but also an explorer who maps newly discovered cave networks that were accidentally discovered by Shrym boring machines.

- **Traits:** Scatter-brained, fast talker, never slows down.
- **Motivation:** Discover something truly weird and wonderful.

QUESTS

THE SLUDGE SMUGGLERS

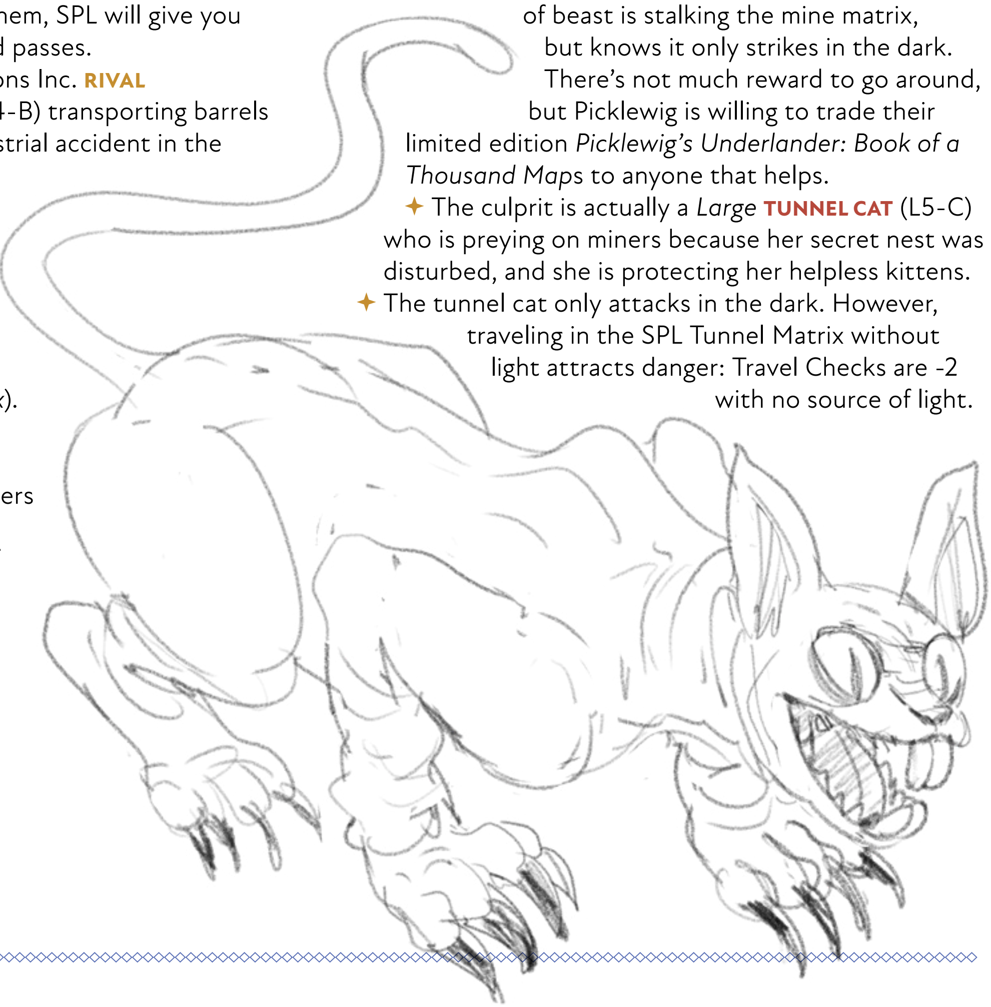
Chorg Dunright has reason to believe there's a group of smugglers using the SPL Tunnel Matrix to transport their contraband through the Underlands. He's had a few run-ins with the shady individuals, but they always escape before he can catch them. If you can track them down and capture them, SPL will give you complimentary tunnel maps and passes.

- The smugglers are Krog & Sons Inc. **RIVAL DUNGEONEERS** (6xL6-G, 1xL4-B) transporting barrels of toxic sludge after an industrial accident in the Used T'Be Forest. They're using the tunnels to circumvent the Blackrill river and River Watch guards. Krog & Sons is dumping the sludge into the Spill in the Mucklands (see *The Mucklands Sandbox*).
- To make matters worse, **MUTANTS** (12xL3-G, 3xL5-B) have followed the dungeoneers into the tunnels, and have started living there. Some of the shady individuals that Chorg saw were actually **MUTANTS**, who are hostile if approached but otherwise hide from people.

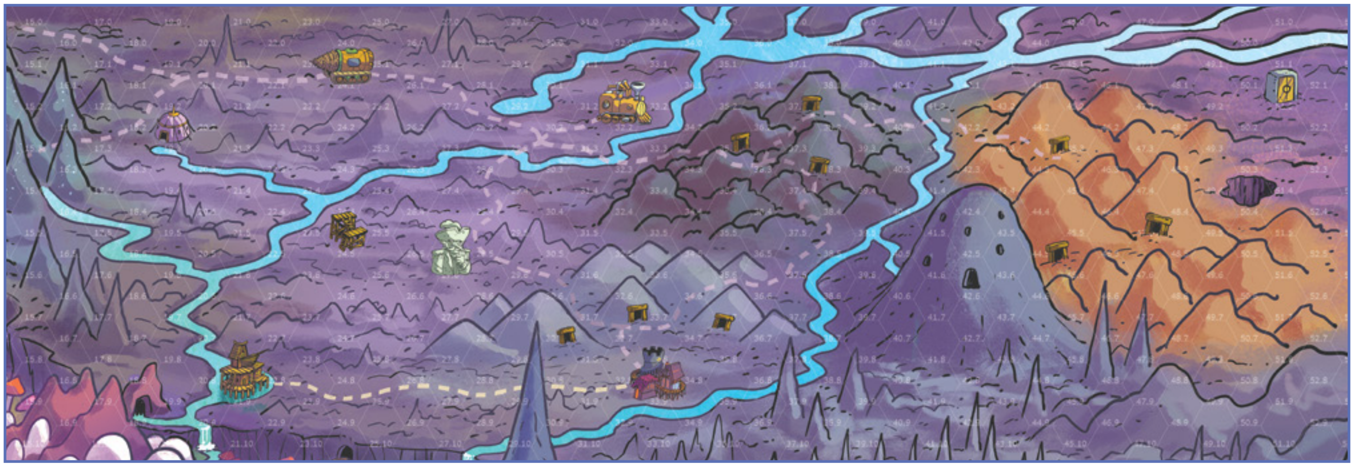
TUNNEL CATS

Picklewig is ready to quit! They simply can't take the stress of mapping the matrix knowing there's a monster in there. Another miner has gone missing and Picklewig is certain that they'll be next unless someone deals with the beast. The imp isn't certain what kind of beast is stalking the mine matrix, but knows it only strikes in the dark. There's not much reward to go around, but Picklewig is willing to trade their limited edition *Picklewig's Underlander: Book of a Thousand Maps* to anyone that helps.

- The culprit is actually a *Large* **TUNNEL CAT** (L5-C) who is preying on miners because her secret nest was disturbed, and she is protecting her helpless kittens.
- The tunnel cat only attacks in the dark. However, traveling in the SPL Tunnel Matrix without light attracts danger: Travel Checks are -2 with no source of light.



The Under River



Purportedly the largest waterway in the Land of Eem, the Under River is a vast network of interconnected subterranean channels and rivers. Much of the river is unmapped and inaccessible to adventurers, as it flows through narrow cracks and caverns that ultimately flow into the Underdeep. Where the river is accessible, folks utilize it to speed up their travels, often navigating rapids and uncharted waterfalls in search of faster routes from one end of the Underlands to the other. Heavily frequented portions of the river include channels that lead to Muckland Harbor as well as Thurf.

MODIFIERS

- -2 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE UNDER RIVER	
1	**PIRATES**
2	**BRINE BATS**
3	**CAVEMAW**
4	**RHYZOPHANT**
5	**CAVE OYSTER**
6	**RIVAL DUNGEONEERS**

WHAT'S THERE

THE MAIN CHANNEL

The Main Channel includes all of the river channels that flow west across the Underlands to Port Lagoonie, where the river then flows into the Fungal Jungle.

THE SOUTH CHANNEL

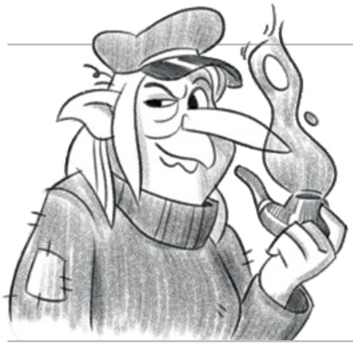
The channel that flows down to New Delve City is used almost exclusively for trade, transporting goods to and from River Country.

THE BREACHING CAVE

A cave (Hex 18.9) beneath Trollridge Mountains in the Mucklands where the Under River connects to the surface world. Merchants frequently pass through this cave from Port Lagoonie on their way to take the Wildrun River to Muckland Harbor (see *The Mucklands Sandbox*). The Lagoonie Port Authority regulates traffic through the cave.

RUMORS

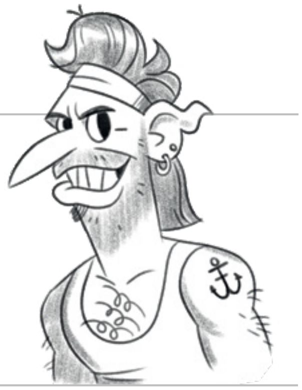
- There's an ancient lost reliquary accessible only by the Under River.
- A **CAVE OYSTER** of enormous size is swallowing merchant vessels.
- An Under River pirate called Daggarod the Dastardly is raiding treasure ships filled with gems and feeding captives to **CAVEMAWS**.



OLD MEL

A goblin oldtimer and cave shrimp fisher, who sails up and down the Under River. She's been from one end of the Underlands to the other and seen things folks wouldn't believe. With a squinty left eye, and a sharwhale bone pipe, Old Mel is eager to share her stories.

- **Traits:** heery, storyteller, talks with a whistle.
- **Motivation:** Keep out any freeloaders from the tunnels.



DAGGAROD THE DASTARDLY

Rumored to be a Daggerheart pirate outcast from the Scalawag Strand, Daggarod the Dastardly returned to his homeland in the Underlands to wreak havoc and get rich. And his plan is working—there is little to no policing in the Underlands.
accidentally discovered by Shrym boring machines.

- **Traits:** Ruthless, laughs maniacally, bad breath.
- **Motivation:** Take what he wants from whomever he wants.

QUESTS

THE UNDER RIVER PIRATE

Old Mel is as happy as a clam to see folks on the river, but warns of danger ahead. Times are changing and there's fiends afloat! And there's no worse fiend than Daggarod the Dastardly. Old Mel suggests the party avoid going any further unless they want to risk an attack from the pirate.

- Once warned by Old Mel, every random encounter on the Under River has a 3-in-6 chance to be Daggarod the **PIRATE** (L6-C) and his crew (10xL4-G, 1xL4-B). Any vessel that crosses his path is liable to be plundered.

PIRATES ON THE RIVER

As if things couldn't get any worse, Old Mel has some disturbing news. The pirates of the Scalawag Strand in the Mucklands have caught wind of Daggarod the Dastardly's exploits on the Under River, and rumor has it that they're planning to raid the Underlands any day now—not only to pillage the citizens of the Underlands but also to find Daggarod and make him sleep with the fishes. Old Mel couldn't care less about Daggarod, but someone has to stop the pirates from causing havoc!

- Three pirate ships disguised as merchant vessels will sail into the Breaching Cave in two days: the Woodenfoots, the Barking Butchers, and the Cyclops Pirates. They are just three among a dozen merchant vessels, so the Port Lagoonie Authority will be easily fooled by the ruse.
  - Once past the Lagoonie Port Authority, the pirates spread out along the Under River searching for Daggard the Dastardly, attacking and robbing anyone they encounter.
- If the pirates are left to their own devices, they'll not only find Daggarod, but they'll cause chaos along the river, decimating river trade in the region. Port Lagoonie and New Delve City will experience an economic downturn, resulting in increased crime throughout the region.
- Daggarod has double-crossed his fellow pirates more times than he has fingers and toes to count. They want him dead, and they won't negotiate about it. He'll be desperate for help from the PCs. He'll pay Ancient 🪙 to be covertly transported to River Country in the Mucklands.

THE RIVER WATCH INVASION

Because of fiends like a Daggarod the Dastardly and the big wigs wanting to stick their fingers in every pie, rumor has it that the River Watch is thinking about expanding into the Underlands. Old Mel thinks this is a cryin' shame. What happened to being able to enjoy nature, cruising down the winding river of life without interference from money-grubbers? Old Mel wonders if there's a way y'all could scare those River Watch vampires away, or convince them that it just isn't worth it.

- A group of River Watch **GUARDS** (8xL5-G, 1xL3-C) are coming from the Drain in Thurf (see *The Mucklands Sandbox*) to meet with the Port Authority officials in Port Lagoonie. If the PCs don't interfere, they'll reach an agreement and the Under River will be heavily policed by corrupt River Watch guards.
- The Lagoonie Port Authority, specifically Watchmaster Skrange, is hesitant about working with the River Watch, but his organization doesn't have the manpower to police the entire river. He can be convinced to nix the deal if the PCs come up with a different solution.
  - However, if the PCs succeed in this, the River Watch guards will take their revenge and attack later on.

NEW
DELVE CITY
PORT

Lairs

Castle Exile

Hex 38.14. Once a great citadel called Soth'var, built by the sarpathi on the frontier of their old empire, this derelict snake-themed castle has been known as Castle Exile in recent years. Taken over by the renegade dungeoneer, Lazlar Rake, and the Exiles, his band of former Dungeoneer Academy students, Castle Exile (or Castle X) served as a base of operations for the group's tomb raiding operations. Serpent gargoyles, sarpathi monuments, and ancient causeways have been defaced with Exiles graffiti and hidden beneath trash. But the Exiles have recently disbanded following the defeat of Lazlar Rake. And in that time, the sarpathi have returned to reclaim their ancestral stronghold.

RUMORS

- Castle Exile contains a vast armory of *Magic* items.
- The infamous dungeoneer Lazlar Rake was defeated, and the Exiles have disbanded.
- Someone else has moved into Castle Exile after the Exiles left.

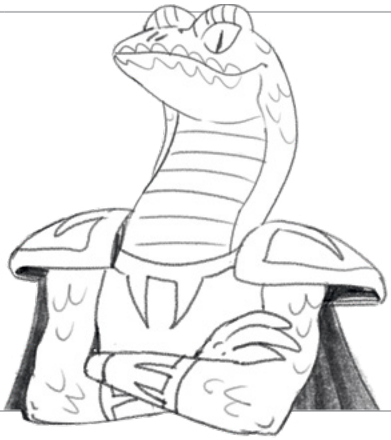
OUTBOUND RUMORS

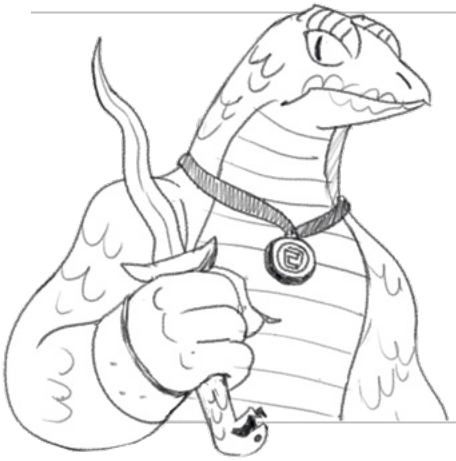
- The prince and princess of the Silver Coil are somewhere in the Under Mucklands.
- The Red Maze of Ra'tha is full of infidel sarpathi who must be destroyed.
- A hidden place called Jellyhaven houses sarpathi exiles.

LORD ZORATH

A tall, imposing **SARPATHI REAVER** (L7-C) of considerable age. Lord Zorath is the half-brother of the former sarpathi king of the Silver Coil, whom he betrayed and murdered in an attempt to usurp the throne and align with the Cult of Ehk. But his nephew, the prince, still lives and Lord Zorath cannot take the Serpent Throne unless the child is destroyed.

- **Traits:** Cunning, haughty, bound by tradition.
- **Motivation Usurp the Serpent Throne before swearing fealty to the Cult of Ehk**

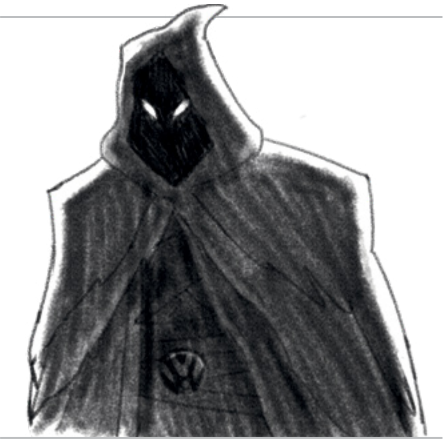




RASHAR THE RED ADDER

Champion of the Red Games of the sarpathi, in which warriors compete to escape the belly of a deadly maze for entertainment. Rashar the **SARPATHI REAVER** (L6-B) was chosen by Lord Zorath as his personal bodyguard and confidant.

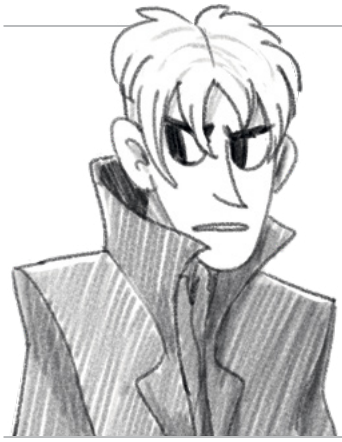
- **Traits:** Incorruptible, exploits weakness, seeks riches.
- **Motivation:** Serve Lord Zorath's interests without question.



MARGIR THE SHAPE CHANGER

An enigmatic shroud of a being, Margir is a consummate ally of Lord Zorath. He is not human, but rather a suggestion of a human, a unique creature of unknown origin that can change his shape. In truth, he is a **SORCERER** (L6-C) of the Broken Circle and serves the Gloom King. His relationship with Lord Zorath is merely one of convenience, as he is searching for ancient relics that will aid his true master's cause.

- **Traits:** Two-faced, loremaster, manipulative.
- **Motivation:** Use Zorath and the sarpathi to acquire powerful relics.



DORIAN RYDER

The last of the Exiles, Dorian Ryder was living in the castle alone before the sarpathi arrived to reclaim their former stronghold. Despite being an angsty teen, Dorian is a cunning **RIVAL DUNGEONEER** (L4-B) and managed to convince the snakes that he could be of value. However, it's becoming increasingly clear that he may have gotten more than he bargained for.

- **Traits:** Impetuous, ambitious, laughs at crude humor.
- **Motivation:** Get revenge against Coop Cooperson and Dungeoneer Academy.

QUESTS

EYE FOR AN EYE

Lord Zorath is desperate and looking to make a deal with some intrepid adventurers. He intends to fully reclaim Castle Exile, originally an ancient sarpathi stronghold, but the armory is sealed by a powerful enchantment put in place by Lazlar Rake, which not even Margir the Sorcerer can break. However, Margir does know of a power that can open the armory, a *Magic* key called *The Eye of Sorada*, which was lost in the Crystalline Desert. Find it for a reward of Ancient ⛁.

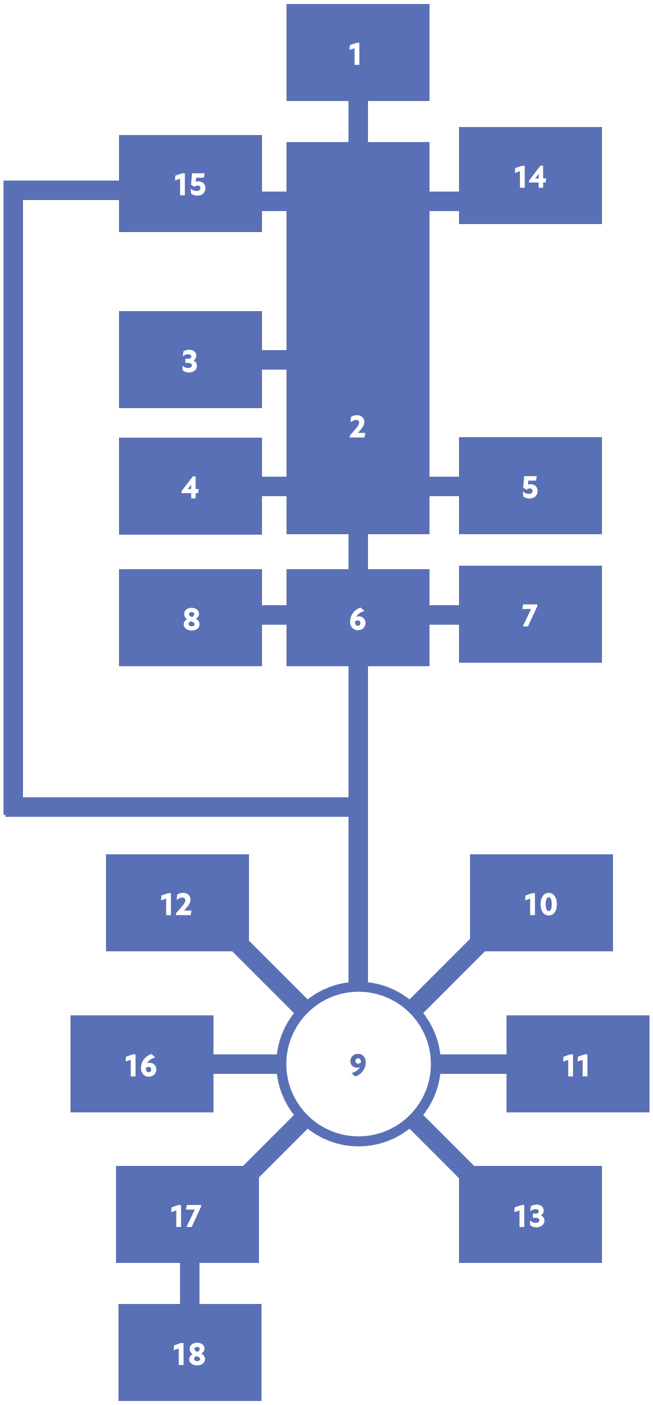
- Dorian Ryder secretly knows how to open the armory by uttering a password which undoes the spell, but he won't tell the sarpathi for fear of them taking all the items inside.
- *The Eye of Sorada* is located in Hex 19.28 within the Crystalline Desert (p224), hidden in a **RANDOM DUNGEON**. The outside of the dungeon is guarded by twin **CHROMADYTES** (L7-B) who will only allow the PCs to enter if they make a vow to protect the gems and crystals from harm.
- *The Eye of Sorada* is a small runestone marked with a serpent wearing a crown. The stone is defended by a group of sarpathi **PHANTASMS** (L3-B) who have been strictly ordered to only release the stone to the true royal heirs of the Silver Coil, which includes neither Lord Zorath nor the PCs.
- To complicate matters, a team of explorers—who are actually Gloom King **CULTISTS** (6xL3-G, 1xL4-B) are scouring the desert for other riches, and secretly pursue the PCs when the stone is found.

TOOTH FOR A TOOTH

Margir the Sorcerer, an outsider of the Broken Circle, has wormed his way to the ear of Lord Zorath. But Rashar the Red Adder would find himself in his master's favor if he acquired the **Fang of Soth**, which legend says was lost in the bowels of Castle Exile's foundations thousands of years ago during a great battle. Brave the tunnels and find the *Fang of Soth*. You may lose a few teeth along the way, but you will be rewarded with an Old Hoard.

- The bowels of the castle's foundations are accessible from Area 18. It is a vast maze of subterranean tunnels—a **RANDOM DUNGEON**—built originally to house the honored dead of sarpathi. A skeletal **SARGOG** (L9-C) called The Great Soth dwells within, and the Fang is literally one of its fangs. *The Fang of Soth*: Grants +1 Dread. Counterattacks and Critical Hits inflict **POISONED**.

CASTLE EXILE LAYOUT



SLITHER GATE

A magic waypoint called a Slither Gate is located less than a mile outside the castle. These obelisk-looking structures date all the way back to the Sarpathi Empire. They require linked **abyssium** gems to use, which allow the user to create a portal back to the Slither Gate no matter where they are in the world. Additionally, the person can jump to another linked Slither Gate they have visited before (even without **abyssium** gems), but most of them are destroyed or lost.

AREA 1: SNAKE FANG GATE

Sharp, tooth-like rocks line the winding walkway up to the gate, which takes the shape of a giant snake's head, its two fangs bearing down menacingly.

- Four **SARPATHI REAVERS** (L4-B) and a sturdy portcullis block entry into the castle.
- There are high windows about forty feet up above the gate. There are also windows in the castle towers—sixty, eighty, and over hundred feet up. More **SARPATHI REAVERS** (L6-G) are posted in the guard tower (Area 14).
- The gate leads directly into Area 2.

AREA 2: HALL OF EYES

Sarpathi gargoyles wrap around pillars and glare down from perches on the walls, their jeweled eyes glimmering in darkness.

- Sarpathi workers scrub away at the irreverent graffiti that has befouled their sacred stronghold.
- On either side of the gate there is a locked door: one leading to Area 14, the other leading to Area 15.
- Two **SARPATHI REAVERS** (L4-G) report to a higher ranking one (L5-B), discussing the matter of Princess Zarra, who they believe is still somewhere in the Fangrise Peaks (p92).
- Down the hall there is an alcove on the right (Area 3), followed by a door to Area 4.
- Further down the hall on the left is a door to Area 5.
- At the end of the hall is a grand archway and double doors to Area 6.

AREA 3: THE STOREROOM

Boxes and crates of snacks fill an alcove.

- There are 1d12 Normal Rations (orch rinds, mung jelly bars, etc.), and 1d12 Quality Rations (Nork's Noodles deluxe, jackalrabbit jerky, etc.).

AREA 4: THE KITCHEN

There are stains and splatters on every surface of the kitchen.

- Two sarpathi attendants are prepping food for Lord Zorath.
- The huge fireplace is big enough to spit roast a quob. A large cauldron filled with strange ingredients (1d6 Beast Components) sits within.
- A butcher's table is soiled with blood and the long tail of a **NETHER BHARG**.

AREA 5: THE FEASTING HALL

The feasting hall holds a long table, two long benches, and an ornate chair.

- A recent feast still sits on the table gathering maggots and **GNASHFLIES**. Sarpathi have no trouble eating spoiled or poisonous meat.

AREA 6: THE SERPENT THRONE

In the center of a wide, black stone room a golden viper throne gleams.

- Lord Zorath (L6-C) and his entourage of Rashar the Red Adder **SARPATHI REAVER** (L5-B), Margir the **SORCERER** (L6-C), and four **SARPATHI REAVERS** (L4-B) spend most of their time in the throne room, along with various attendants.
- Zorath is often in deep discussion about his plans to find and kill Prince Sarlo. Margir wonders why he can't just assume the role of king and join the sarpathi Cult of Ehk. But Zorath explains that, unless the royal line is snuffed out, it won't be legitimate in the eyes of the Arch Hierophant, and Lord Zorath will not be given hierophant status.
- Beyond a door in the shape of a snake's head, stairs lead to Area 7.
- A door on the east wall leads to Area 8, and a door on the west wall leads to Area 9.

AREA 7: LORD ZORATH'S TOWER

Black stone stairs wind up to a wide chamber.

- A black **SARGOG** (L5-B) named Var'soo, the pet of Lord Zorath, slumbers on the bottom floor.
- Two **SARPATHI REAVERS** (L6-G) guard a locked door to Lord Zorath's chamber on the top floor.
- The inside of Lord Zorath's chamber is spartan, except for a corner with an ornate rug, several different pipes, incense, and ceremonial implements. There is also a book of Blood Magic, with *Life Steal*, *Blood Spell*, and *Mind Control* (see Sarpathi Hierophant in Bestiary Vol. 1) as well as 3 random Spells.
    - Zorath has been learning the rituals of the hierophants in preparation for joining the Cult of Ehk.
- The chamber was formerly the quarters of Lazlar Rake, but everything of his has been either destroyed or been thrown into a pile in the X Zone (Area 11).

AREA 8: THE EXILES' TOWER

A three-floor tower that has a pole installed allowing folk to slide down it quickly.

- This tower was the quarters of the Exiles, a ragtag group of adolescents and teens. The walls are covered entirely with graffiti.
- First Floor: Old sleeping bags and pillows are strewn across the floor, along with playing cards, magazines, and old clothes.
- Second Floor: More sleeping bags, pillows, and old clothes. There is a Loot Pile.
- Third Floor: There are just three beds here, and it's much cleaner. There is an Old Hoard.
    - Under one of the beds is Dorian Ryder's diary. The entries are full of anger at the world, even disparaging his fellow Exiles. But he always puts Lazlar Rake on a pedestal—that is, until the most recent entries. He appears to have lost all respect for Rake and is beginning to question everything. But he still has hatred in his heart for Coop Cooperson and Dungeoneer Academy. They ruined everything!

AREA 9: THE SLITHERING HALL

This winding, circuitous hall snakes through the entire castle and connects many of the towers.

- From the Serpent Throne Room, one can turn right and connect to Area 15 at the front of the castle, or turn left down the hall to reach Area 10, Area 11, Area 12, and Area 13.
- After Area 13, the hall circles around to Area 16, Area 17, and then finally back to Area 14 at the front of the castle.

AREA 10: THE STABLES

Rolling metal shutters that open and shut with a big chain cover a cell of iron bars.

- The odor is foul, and it's hard to see anything inside except for two sets of red eyes staring from the corners.
- Within the cell are two very ornery **NETHER BHARGS** (L4-B) looking quite unhealthy. It's obvious they aren't being fed properly. Wilderness Check with Disadvantage to keep them from attacking anyone that releases them.

AREA 11: THE X ZONE

What must have been a grand hall of some sort has been transformed into a playground covered in graffiti.

- The room features a huge halfpipe for "street surfing," a wooden treehouse, a pool table, and tables for playing cards.
- A Downtime action can be taken here. The sarpathi never visit the X Zone and have plans to demolish everything inside.
- In the corner there is a machine with a mechanical goblin encased in glass called the Great and Powerful Manseeny. If Copper 🪙 are inserted, the Great and Powerful Manseeny spits out a pithy fortune on a little piece of paper.
    - The goblin is actually a trapped wizard, and he doles out random **CURSES** and **BOONS**. Roll 1d6: On a 1–3, it's a **CURSE**, and on a 4–6, it's a **BOON**.
- The personal effects of Lazlar Rake and some of the Exiles—an Old Hoard—are in a pile beneath the halfpipe.

AREA 12: THE ARMORY

Large iron double doors, sealed by a magical enchantment (unless it has been dispelled).

- Inside is the equivalent of two Mythic Hoards: all of the items and *Relics* that the Exiles acquired over the years.
- There are 6 **ABYSSIUM** gems that link to the Slither Gate (p108).

AREA 13: COURT OF SCALES

Rubble is scattered everywhere in this grand, circular chamber, parts of the wall are broken, and gargoyles have been shattered.

- It looks like there was a great battle here. But in fact, this is the primary location where the Exiles sparred. There is a discarded *Apprentice Gauntlet*, a *Magic* item once used by apprentice wizards, on the ground.
  - *Apprentice Gauntlet*. Thrice every session, blast a beam of forceful, concentrated energy up to Faraway range. It inflicts Dread and rips through soft inorganic matter. It can also superheat or push back an object.
- Two huge balancing scales are on a dais. Lore Check: In ages past, the sarpathi used actual scales to make legal judgments, which could override the word of a lord.
- Between the scales is a gibbet in the shape of a sarpathi where individuals on trial would be placed.

AREA 14: FIRST PERCH

A guard tower is on the left above the gate when facing the castle.

- Six **SARPATHI REAVERS** (L6-G) are posted up and down the tower windows, looking out for any invaders. They have a black spyglass which allows them to see well beyond the Slither Gate.
- There is a bridge that goes to Area 15, but that tower's door is locked.

AREA 15: SECOND PERCH

A second guard tower is on the right above the gate when facing the castle.

- All doors to the tower are locked. Margir the Sorcerer has taken over this tower.
- There is a table covered in melted black wax and a bowl with a mixture of blood and ink next to discarded, half-burnt papers.
  - Lore Check: These are implements used in some sort of message spell.
  - Margir has been in contact with the Broken Circle, updating them on his progress in allying with Lord Zorath. In one of the notes, he calls the sarpathi a fool.

AREA 16: DR. GRIN'S LABORATORY

The laboratory is disused and dusty, but lights still glow from strange contraptions and tubes. Tools, books, and jars fill the cluttered space.

- The laboratory obviously belonged to a skilled inventor—Dr. Grin, a shrym who worked for Lazlar Rake. There are custom drills, power generators, and unique inventions.
- There are books everywhere, many packed with concept sketches and plans. One details the creation of a mutant **TROGGLE** suit that a pilot would control from within the torso (like a mech).
- A weird insectoid creature is growing inside of a huge canister tube filled with orange, bubbling liquid.
  - It is a **MUTANT** (L7-B) **WARSP** that Dr. Grin was experimenting on in order to create a flying combat bio-vehicle. If released, the creature wreaks havoc on anyone near it.

AREA 17: THE DARK DUNGEON

Dark and dripping with condensation, this wing of the castle exudes dread and despair.

- There are a dozen regular cells. In one of the cells is an **IMP FAMILIAR** (L6-G) named Wurm'gug.
  - Wurm'gug is the former toady of Lazlar Rake and the Exiles and the unofficial groundskeeper of the castle. He knows the ins and outs of the castle layout.
  - Wurm'gug is still loyal to Dorian Ryder, although that loyalty is starting to break, after Ryder didn't try to stop the sarpathi from throwing him in prison.
  - The imp would like to clear out the sarpathi, but—barring that—just wants to escape. He is very cowardly and shifty.
- There are five gibbet-like cages that can be lowered through hatches by massive chains to hang in the cold, dark void of the Underlands. One such cage is already hanging.
  - Inside the hanging cage is a sarpathi named Captain Zenish, one of the dead King Sarlok's guards. Zenish wishes to slay Lord Zorath and save Princess Zarra. He doesn't know that Prince Sarlo still lives (see quest **The Sarpathi Student**, p73).
  - The grates in the ground can be opened to enter Area 18.

AREA 18: THE BOWELS

Below the castle proper, there are dark, damp tunnels, unexplored since the days of the Sarpathi Empire.

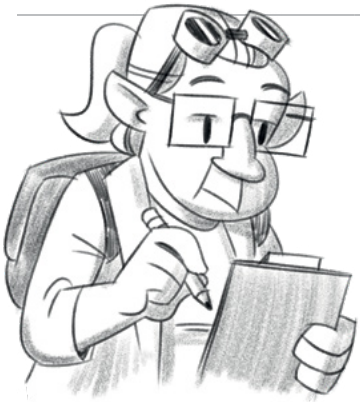
- This is a **RANDOM DUNGEON** originally built to house the honored dead of sarpathi.
- A skeletal *Undead* **SARGOG** (L9-C) called The Great Soth dwells within. One of its fangs is *The Fang of Soth*: Grants +1 Dread. Counterattacks and Critical Hits inflict **POISONED**.

Gordak Chasm

Hex 50.4. A massive pit that falls into the Abyss, the Gordak Chasm is said to have been created in ages long past, when the great and terrible mother of all **OGRES**, Gordak the Progenitor, was destroyed. Her gigantic form fell through to the core of the world like a meteor, where she combusted in magma in a furious explosion. Few realize that the Blinking Pool in the Abyss (p286) is the direct result of Gordak's cataclysmic plummet.

RUMORS

- Gordak Chasm is host to primordial creatures who have never been studied.
- An inventive professor has devised a way to descend Gordak Chasm without climbing.
- Gordak Chasm is said to be the fastest route to the Abyss, but no one has ever tested it.



PROFESSOR TADDY NANDANNYHOO

The boggart adjunct Professor of Geology at Dungeoneer Academy, Professor Nandannyhoo has always had a passion for the unknown wonders of the Underlands—specifically the Gordak Chasm, which she believes has its own unique ecosystem.

- **Traits:** Expert tinker, deadpan, writes everything down.
- **Motivation:** Complete her self-extending elevator, which can anchor, un-anchor, and re-anchor to a shaft of any depth.

QUESTS

ALL THE WAY DOWN

Professor Nandannyhoo's great work, her self-extending elevator, is almost complete. Devised as a method to travel from the Under Mucklands into the mysterious Abyss, she developed a sputter-elevator that can autonomously make the climb and carry a sufficient amount of supplies to go on an epic expedition. The professor is looking for brave, curious explorers to chart the course so a new route can be established for explorers.

- Traveling down Gordak Chasm takes 3 days. The sputter-elevator is hard to maneuver to avoid hazards and danger. A Tinker Check must be made in such cases.
- The first day is rather uneventful. There are lifeforms here, a definite ecosystem of insects and small invertebrates, but nothing is hostile. The professor can relay some of the history of Gordak the Progenitor, as well as ask the PCs questions about themselves.
- On the second day, strange **MUTANTS** (L8-G) with mouths all over their bulbous, pink bodies skulk on the chasm walls, looking for food. They attack the PCs, but speak no intelligible language.
- On the third day, a truly massive creature rises from the chasm and grabs for the elevator—a monstrous **OGRE** (L8-C) that has no name and no real identity. It looks like a bigger, more well-defined version of the mutants, with big mouths on the palms of its hands.
  - The ogre and the mutants were spawned from the mutated remains of Gordak the Progenitor thousands of years ago. The mutants feed on little critters and creepers, while the ogre feeds upon the mutants.
  - The ogre acts almost like an impetuous child, easily frustrated and excitable. It has no idea of its history, only that it hungers.
- The bottom of Gordak Chasm is indeed an entrance to The Abyss, and at the end of a three hundred foot drop, the Blinking Pool (p286) lies below.

CHAPTER 2

THE FUNGAL JUNGLE

A vast and uncharted wilderness, the Fungal Jungle teems with all manner of mushrooms and toadstools. This dense and dangerous environment is home to isolated colonies of mushrum folk, who have adapted to their unique surroundings and developed a distinct culture. The jungle floor is thick with an array of fungi, from towering toadstool trees to millions of bioluminescent spores that glow in dazzling multitudes of colors. Beneath the canopy, strange fungal creatures and critters compete for survival as both predator and prey.

The deeper one treks into the unknown, the more perilous the Fungal Jungle becomes. Many wayward adventurers have found themselves at the mercy of their wits, lost in the notorious Mushroom Maze, where endless perils lurk and great fungal beasts roam. Mushrums of the Fungal Jungle are known to be vigilant, but they are not always helpful to outsiders who—when faced with a threat—may not know whether to fight or flee into the underbrush of spongy mycelium.

Outsiders who venture into the Fungal Jungle often share two sentiments: that there is no other place like it and that there is no other place as beautiful. Any who enter, though, should be vigilant, for the Fungal Jungle is also dangerous. Wandering below the colorful canopies and through the vibrant pathways where even the soil wriggles with the wonder of life can distract from hidden perils lurking amidst the mushroom wilderness.

CENTRAL CONFLICTS

- The Darkshroom Clan is gathering power, abducting innocent mushrums and working to corrupt the entire region by spreading their blight.
- A faction of mushrums wants to keep outsiders out of the Fungal Jungle, while dungeoneers are looking to build infrastructure for faster, easier access and travel.
- The mushrums of Mycelior are at an inflection point, as a power vacuum in the city's leadership coincides with the city opening its doors to relations and trade with outsiders.

SETTLEMENTS

- Far Village (p114) - ***Hex 3.8***
- Mycelior (p120) - ***Hex 18.15***

SITES

- The Lone Delver's Lodge (p136) - ***Hex 9.6***
- Shrine of the Great Mushrum King (p139) - ***Hex 5.7***
- Sporespire (p141) - ***Hex 6.10***

POINTS OF INTEREST

- The Broken Railway (p143) - ***Hex 23.11***
- The Palace of the Mushrum King (p145) - ***Hex 11.14***

ZONES

- The Crystal Caverns (p152)
- Darkshroom Tangle (p154)
- Dwrg'zag Road (p155)
- The Endless River (p156)
- The Great Undermountain (p158)
- The Mushroom Maze (p161)
- Sporewell Valley (p165)
- Toadstool Forest (p167)
- Whitecap Mountains (p169)

LAIRS

- Boon Witch Grotto (p171) - ***Hex 35.16***
- Darkshroom Lair (p174) - ***Hex 8.16***
- The Gwarglebeast Den (p178) - ***Hex 2.4***
- The Zarakna'rawr Cave (p179) - ***Hex 14.12***

Settlements

Far Village

Hex 3.8. Called Fan'wurb'taba by the mushrums, this remote, sleepy mushrum village is a sister settlement of Mycelior and a home to farmers and crafters. Founded after a group of explorers decided not to go back to the city, the village has remained a relatively small, tight-knit generational community ever since. However, upon the dawning of the Dungeon Era, many explorers from the Under Mucklands, eager to establish relations with the mushrum folk, found Far Village to be an excellent staging area for further explorations of the little-known Fungal Jungle. Locals welcomed the outsiders, and many dungeoneers found themselves settling in the Far Village for its beauty and friendly community.

WHAT'S GOING ON

- Far Village was once a tranquil refuge, but it has become rife with schemers from the Shadowcap Brigade who are drumming up support for their cause.
- A cave beneath Tyla's farm has attracted fiends and shadowy creatures.
- Meanwhile, with food stores dwindling due to a nublin infestation, struggling locals are frightened that their peaceful lives may be over.

SIGHTS AND SOUNDS

1. A mushrum farmer pushes a cart with a giant parsnip in it.
2. A retired boggart dungeoneer lights a long, wooden pipe while settling into a rocking chair.
3. The judge of a toadstool growing contest pins a blue ribbon to a beaming mushrum's vest.
4. Mushrum children chase a juvenile spongosaur from under a porch with a net.
5. A moledwerp dungeoneer gets directions to the Crystal Caverns from a pair of mushrum oldtimers that warn the moledwerp to stay away.
6. A goblin cartographer painstakingly sketches the layout of Far Village.

RUMORS

- Legends say that Far Village's enchanted soil has the power to grow the finest quality specimens of any plant in the Land of Eem.
- Strange folk have been skulking around Far Village lately.

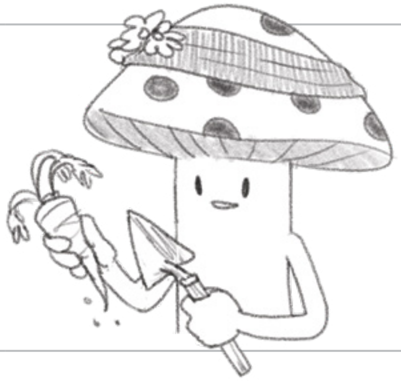
OUTBOUND RUMORS

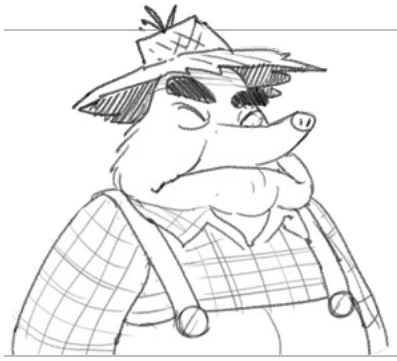
- Shadowy strangers originating from Mycelior may be the source of Far Village's worries.
- Bold locals hope to find their fortunes by embarking on expeditions into the Dwark.
- A dangerous magician in Sporespire may know who can save the town.

TYLA'LYN'DANDA'POK

Mayor of Far Village, the middle-aged mushrum owns the largest plot of farming land in the community and is well known for their parsnips. Considered to have a green thumb by the residents of the village, Tyla attributes their success with farming it to a legend about the soil in Far Village being enchanted.

- **Traits:** Friendly, rumor lover, strong dislike for warrior-types.
- **Motivation:** Investigate the legend of Far Village's enchanted soil now that their success as a farmer is being scrutinized by locals.

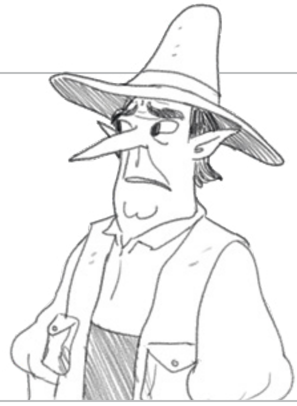




ARFUR SHOONK

A third-generation moledwerp transplant, Arfur is a squat, grumpy-looking farmer who maintains that Tyla is somehow stealing the soil nutrients from the other farmers in Far Village.

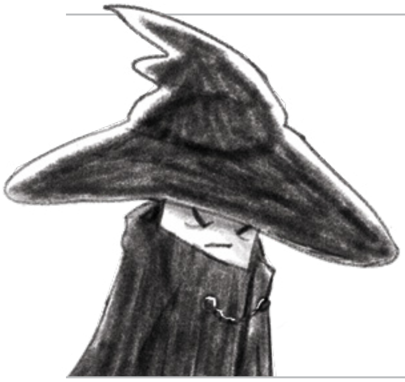
- **Traits:** Grumpy, honest, fearful of magic.
- **Motivation:** Prove that Tyla has cursed the town, making her farm the most successful while the others suffer.



BEEBODY BUCKWILL

A retired goblin explorer from the Under Mucklands, Beebody hung up his rope and hardhat after venturing into a place called the Dwark (p303). Now an old timer with a whittling hobby, Beebody spends his days telling tall tales to the local young'uns and gifting them free wooden toys.

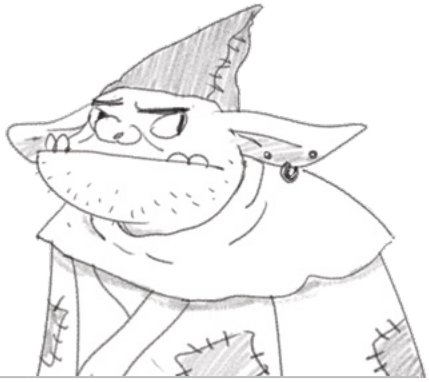
- **Traits:** Soft spot for kids, getting too old for this stuff, full of dread.
- **Motivation:** Escape the dark shadows in his mind, which he has no idea is the Neverwas.



REK

Rek is the alter ego of several Darkshroom Clan (p344) members, which is how they sometimes seem to be in multiple places at once. They use this guise to manipulate folks into causing mayhem and sowing discord. Wearing a black hat and always skulking in the shadows, Rek has created the Shadowcap Brigade to further the Darkshroom Clan's goals in subtler ways than kidnapping and cannibalism.

- **Traits:** Mysterious, ruthless, dead eyes.
- **Motivation:** Manipulate impressionable mushrums to break down the fabric of society.



GORK

An unassuming wug who has been hanging around the village for the last several days, Gork is actually a **WITCH** of sorts who lived in the Mucklands until he grew tired of its crowds and commercialism. He retreated to the Fungal Jungle, only to discover that dungeoneers and explorers are threatening to creep into this place of beauty and solitude. Despite not being a mushrum, Gork has joined the Shadowcap Brigade to help keep outsiders from spoiling the Fungal Jungle.

- **Traits:** Disillusioned, rabble rouser, loves nature.
- **Motivation:** Raise an army of bogsnaps to keep intruders out of the Fungal Jungle.

QUESTS

BENEATH THE ENCHANTED GROUND

Until recently, Tyla never really believed the rumors that their farm was situated on an enchanted spot. But lately, they've become a believer and want to get to the bottom of it. They discovered a small cave on their farm and now seek someone brave to explore it and see if the rumors are true.

- A *Magic* stone called the *Blooming Stone* has washed into the spring that feeds Tyla's farm, imbuing the whole farmstead with magic soil. It's so potent that it can cause anything to grow beautifully, but the downside is that the stone is sapping energy from the surrounding village.
- The *Magic* stone is located in The Enchanted Cave dungeon (p116).
- A wug **WITCH** (L6-B) called Gork is after the stone, hoping to use it to grow an army of **BOGSNAPS** (L6-G) to rid the Fungal Jungle of outsiders.

THE NUBLIN CONSPIRACY

The Far Village food stores are under siege by a literal army of **NUBLINS**. And Arfur Shoonk has “Darn near no idear!” where they’re coming from. He asks for help in exterminating them and ensuring that they’re no longer on the march. The food stores are precious to the villagers, and without them, they’ll be in for a tough time.

- Some local exploration reveals that the **NUBLINS** are coming from a deep hole outside of town that leads to a tunnel running beneath the town. It was clearly dug by a person. The nublins can also be found at the entrance to the Enchanted Cave.
- The nublins must be stopped in a timely fashion or they’ll proliferate and overtake the entire village in a matter of days, causing all of the residents to scatter.
- A **WITCH** called Gork dug the tunnel and brought the nublins to Far Village as part of his plan to distract the villagers while he looks for an item called the Blooming Stone. He is either in the Enchanted Cave dungeon searching for the *Blooming Stone* or at his secret shack in Hex 16.9 growing an army of **BOGSNAPS** (p117).
- At his shack, Gork also periodically meets with members of the Shadowcap Brigade who want to keep the Fungal Jungle’s borders closed (see quest **The Angry Protestors**, p144).

NEVER MORE, NEVER AGAIN

Beebody Buckwill makes no bones about being troubled by his adventures to the Dwark. Lately, he has felt a sense of tremendous unease despite secluding himself in his remote cottage. To make matters worse, Beebody has been finding dead animals on his property and has no idea what is killing them. Beebody is terrified and looking for help.

- Beebody is being haunted by **NEVERWERES** (8xL6-G, 2xL4-B) that have followed him from the Dwark (p303) all the way back to Far Village. Ever since Beebody wished out loud to find peace and quiet, the neverweres have stalked his property, dispatching anything that makes a sound in order to fulfill Beebody’s wish.
  - Of late, Beebody has found claw marks on his door. Now that the animals are all gone, the neverweres have turned their attention to Beebody himself, planning to eliminate every noise he makes to give him peace and quiet forever.
- The neverweres will pursue and attack anything that makes noise on the property. If a PC manages to be completely silent, the neverweres will not detect them.

THE ENCHANTED CAVE DUNGEON

AREA 1: THE MUNG SLIDE

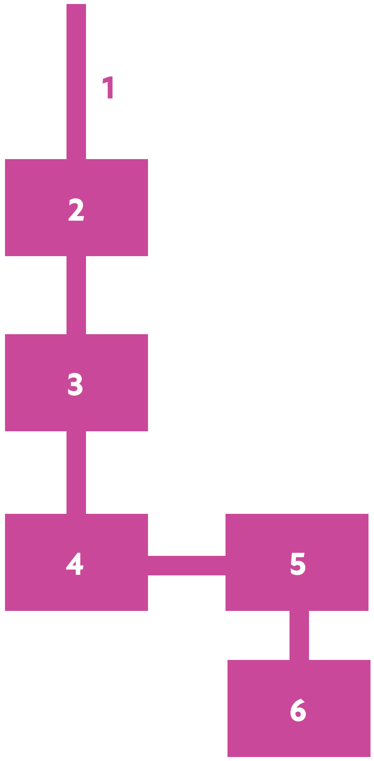
The cave entrance is slick with slime and swoops down into a winding corkscrew tunnel.

- At the bottom of the slide, a pair of **MUNG** (2xL3-B) appear to be laughing in a sort of gurgling tone. They go up and down the slide for fun, and they will bully the PCs to leave, since this is their spot.
- The **MUNG** must be dealt with to proceed to Area 2.

AREA 2: THE ROOT CELLAR

Hanging giant parsnip roots and webs of mushroom mycelium dangle from the ceiling like pale ornaments.

- The roots hang low and are so sturdy they need to be hacked through or circumnavigated in some way to get to Area 3.
- Amidst the roots there are 1d6 Herb Components. The roots, however, are being munched on by a swarm of **GNASHFLIES** that are quick to turn their attention to fresh meat! Escape attempts suffer Disadvantage unless there is a clear route out.



AREA 3: THE SPIDER STAIRS

Jagged stones jut out like stairs on a treacherously steep slope that only a spider would be able gracefully descend.

- A **DUNGEONOUS CRAB** (L4-B) crawls along the ceiling, snapping its pincers in the direction of a wug on the stairs.
- Gork, the wug **WITCH** (L6-B), is struggling to climb down the stairs. He requests help, explaining that he is here investigating the magic land as he is worried that it might be cursed. This is a lie, as Gork is after the *Blooming Stone*.
- If Gork is saved, he reluctantly joins the PCs' party.

AREA 4: THE QUAKING QUAG

Muddy ground bubbles with nutrient-rich, minerally water. Clumps of reddish iron ore speckle the walls.

- This appears to be a dead end. 12+ Search Check: a secret passage is hidden in the wall. But there is a risk of a cave-in. Make Nimbleness Checks to avoid 1d10 Dread from falling debris.
- If Gork didn't join the PCs' party, he leaves a **CURSED** *Relic* in a pile of mud for them to discover, a gold goblet called *The Poison Well* that glows with green light.
  - *The Poison Well*. One drink **CURSES** the PC with the need to drink from it every day. If a day is missed, the PC is **TIRED**. If two days are missed, the PC is **WEAKENED**. If the PC drinks a Courage Potion, they suffer 1d4 Dread instead of healing.
- If Gork joins the party, he finds the secret passage that leads to Area 5.

AREA 5: THE RUST WASH

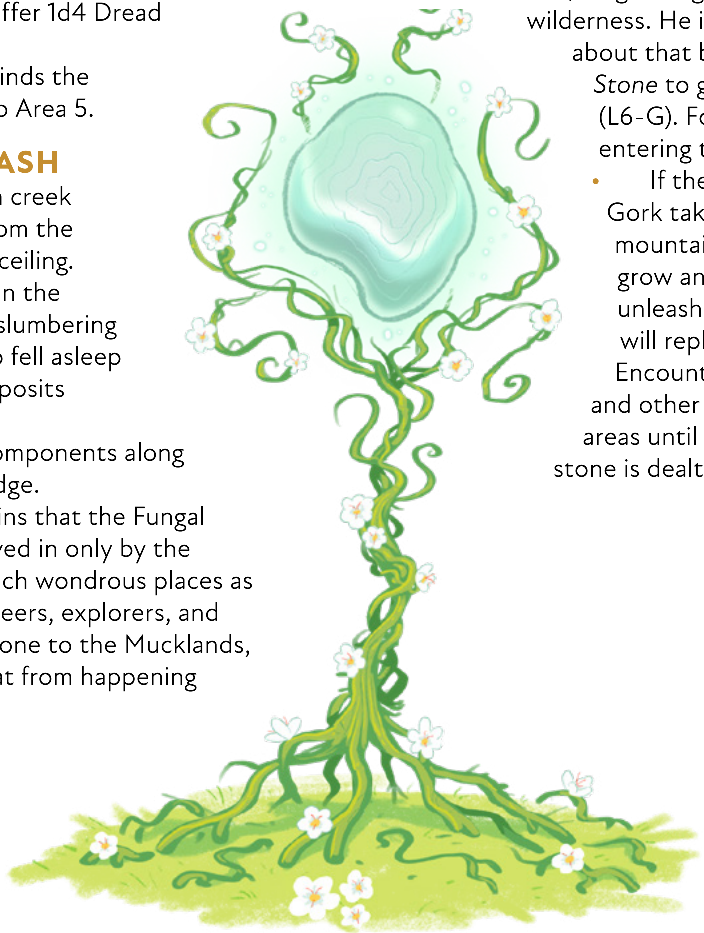
A small, trickling, subterranean creek divides a wide chamber, red from the rusty water dripping from the ceiling.

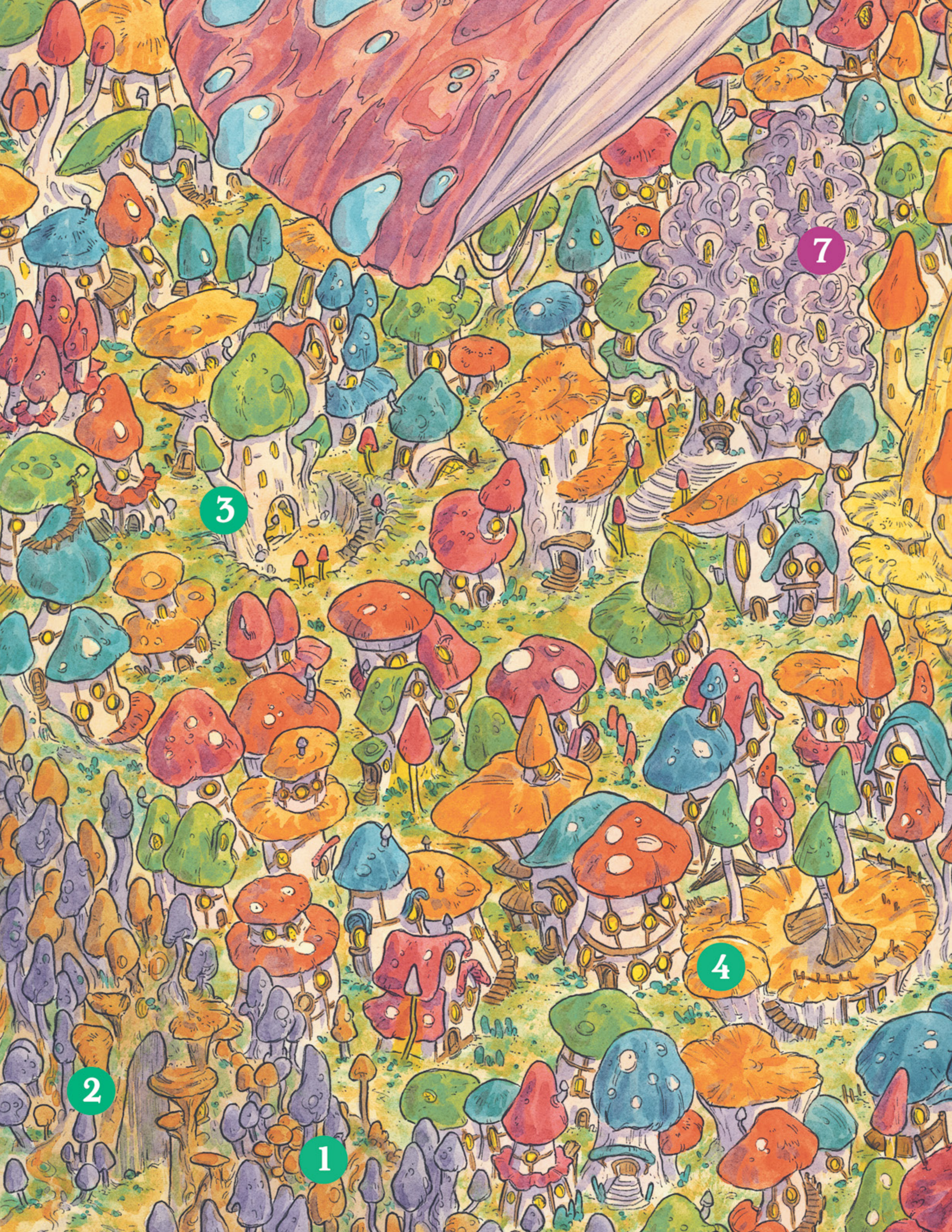
- What appear to be stones in the creek are actually a pair of slumbering **SLAGMUNCHERS** (L2-B) who fell asleep feasting on the rich iron deposits running down from Area 4.
- There are 1d6 Elemental Components along either side of the creek's edge.
- If Gork is present, he explains that the Fungal Jungle, a true wilderness lived in only by the **MUSHRUMS**, is filled with such wondrous places as these. Gork hates dungeoneers, explorers, and tycoons for what they've done to the Mucklands, and he says he will stop that from happening to the Fungal Jungle.

AREA 6: THE SPARKLING SPRING

Despite all the rusty iron deposits, a crystal clear spring makes a sound like giggling as it surges from the ground into a knee-deep pool.

- Rare, overland flowers bloom around the edge of the pool. Growing such flowers in the Underlands, without the sun, would normally be impossible. The spring is magic.
- A glimmering silver stone rests in the center of the spring. This is the *Blooming Stone*, and its presence can heal corrupted land and turn otherwise-fruitful land into a super-fertile paradise. However, there is a price. The stone feeds off the surrounding environment to achieve this, taking a great toll on the larger ecosystem.
- Six **NEVERWERES** (4xL6-G, 2xL4-B) surround the Blooming Stone. They desire to corrupt the magic of the stone, but have not yet figured out how to do so. Currently, the magic of the stone causes them harm.
  - As an action in Combat, a PC can use the *Blooming Stone* to inflict 1d8 Dread to a **NEVERWERE** or **THE NEVERWAS** within Close range.
- Gork rushes for the stone when an opportunity arises. If questioned, he tries to persuade the PCs that he'll take it to Far Village.
  - If confronted, Gork tries to take the stone by any means necessary. He reveals that he came to the Fungal Jungle to escape people. But now, its growing population is sullying the wilderness. He intends to do something about that by using the *Blooming Stone* to grow an army of **BOGSNAPS** (L6-G). Folks will think twice about entering the jungle.
  - If the stone is given freely, Gork takes it to his remote mountain shack in Hex 16.9 to grow an army of **BOGSNAPS**. After unleashing his army, **BOGSNAPS** will replace all Dangerous Encounters in Toadstool Forest and other non-Zone Fungal Jungle areas until Gork is found and the stone is dealt with.

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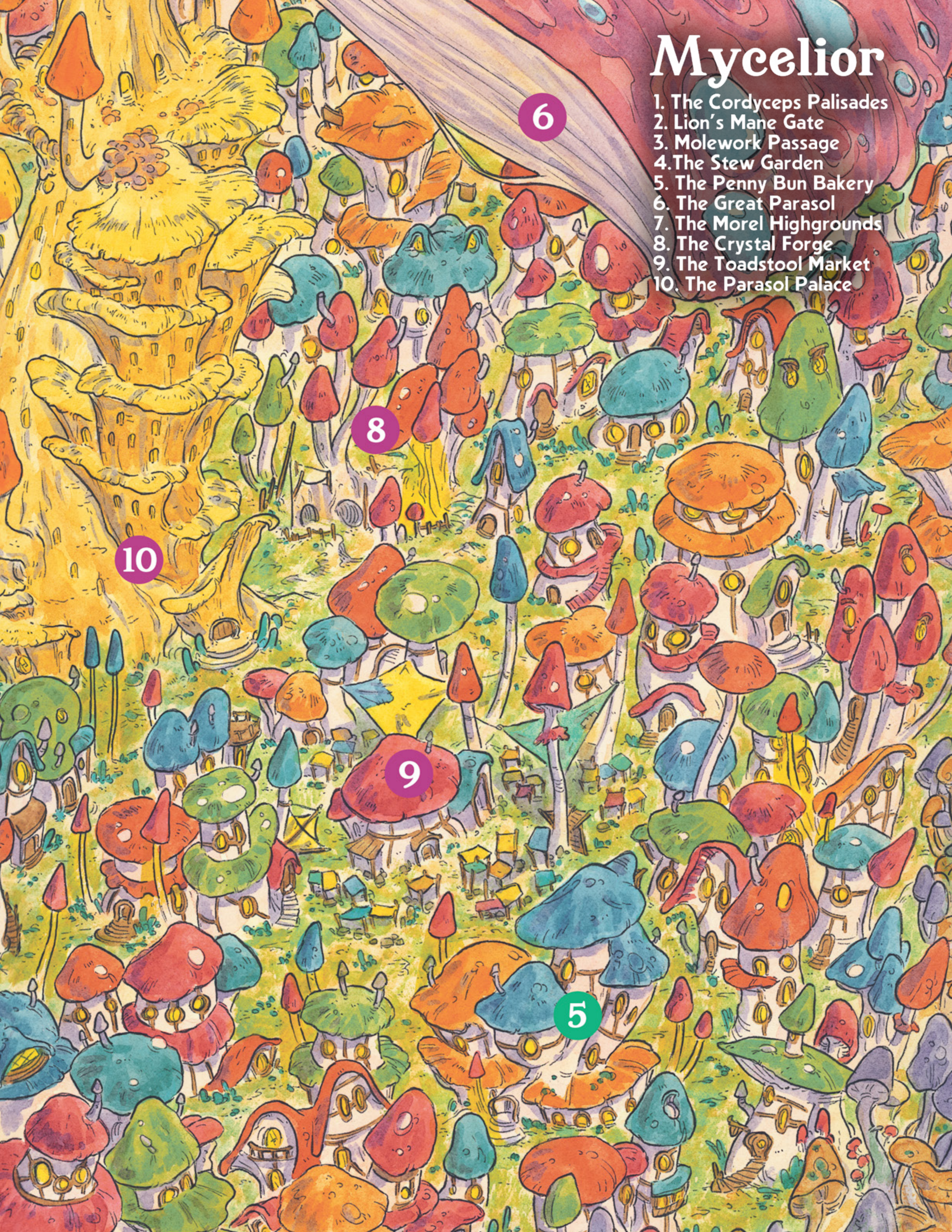


Mycelior

1. The Cordyceps Palisades
2. Lion's Mane Gate
3. Molework Passage
4. The Stew Garden
5. The Penny Bun Bakery
6. The Great Parasol
7. The Morel Highgrounds
8. The Crystal Forge
9. The Toadstool Market
10. The Parasol Palace

Mycelior

Hex 18.15. The fabled mushroom city of Mycelior—called Myko'munda'doppa'loppolis by the mushrums—is the largest, most populous **MUSHRUM** community in the Land of Eem. Grown over the course of long centuries, its sprawling fungal buildings lie nestled in a gully behind the dense foliage of the Mushroom Maze (p161). After the fall of the Palace of the Mushrum King (p145) ages ago, Mycelior was conceived as a secret fortress to protect its citizens from the dangers of the Fungal Jungle. Some say the Mushroom Maze was actually grown by the mushrums as an outer layer of defense for their city which expanded beyond its borders over long, long years, becoming a dangerous wilderness.

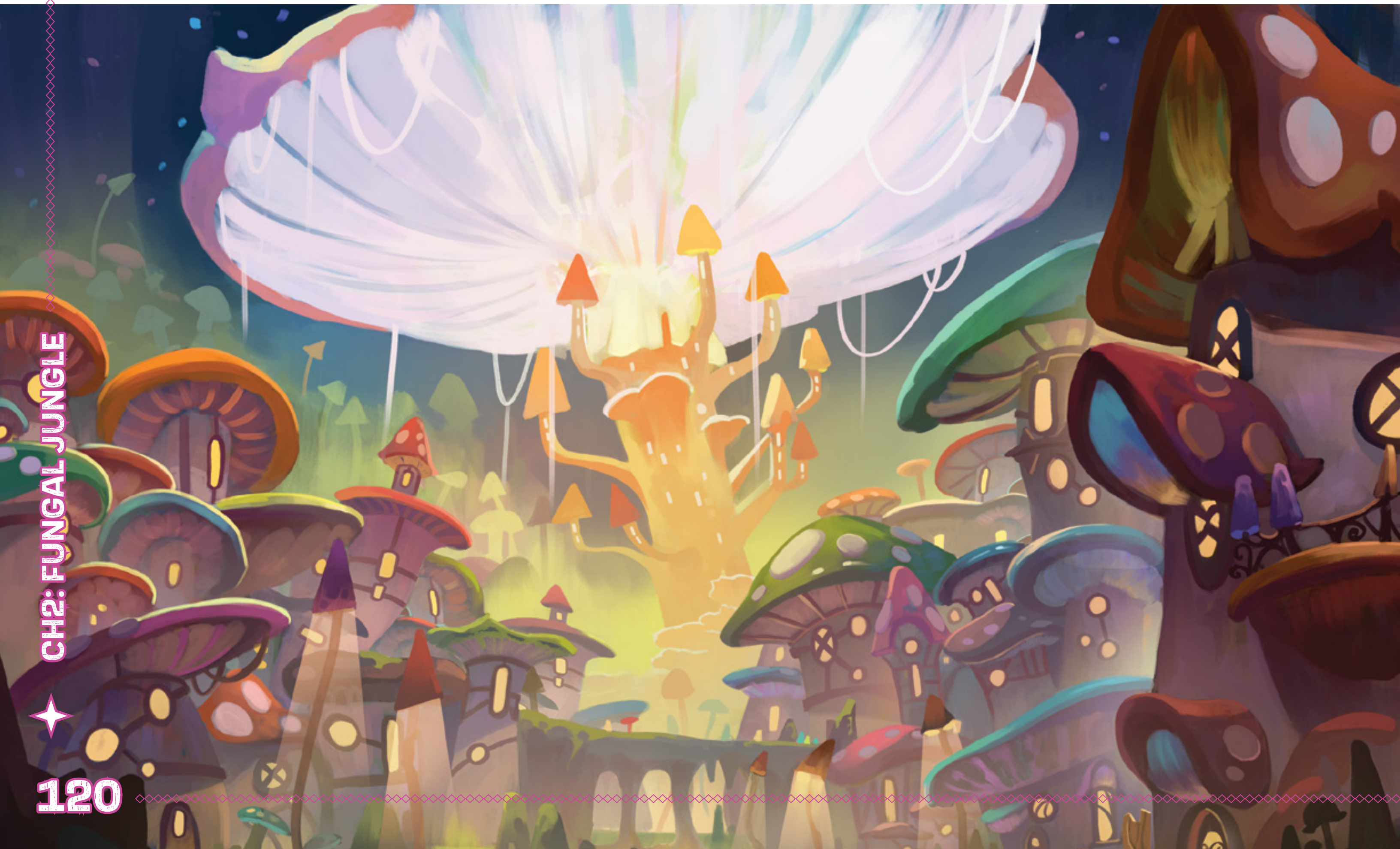
WHAT'S GOING ON

- After centuries of isolation, Mycelior has recently opened up to outsiders following its discovery by a group of Dungeoneer Academy (p72) students.
- Mycelior is at a crossroads between preserving traditional ways and embracing a new era of openness. The city struggles with aging infrastructure and faces threats like the Shadowcap Brigade, which disrupts daily life and opposes outsiders.
- Inner turmoil amongst the city's council members (and the secret influence of the Neverwas) casts doubt on the future of this once-noble city.

DISTRICTS

The mushrum's names for locations within Mycelior have recently been translated into Folk to make communication, commerce, and cooperation easier between the denizens of the Underlands.

- The Cordyceps Palisades (Cordy'shepsa'deezy'deez)
  The sprawling outer ring of Mycelior.
  - Lion's Mane Gate (Lo'mana'zax)
  - Molework Passage (Mo'dwug'paza'oop)
  - The Stew Garden (Yuma'doobee'galabagoo)
  - The Penny Bun Bakery (Fenny'penny'boo'bey)
- The Great Parasol (Gama'dah'heegar)
  The massive central mushroom cap looms above a glittering inner city of toadstools.
  - The Morel Highgrounds (Moroo'hagoda)
  - The Crystal Forge (Ocka'ranga'banga'plax)
  - The Toadstool Market (Tymo'moot'woot)
  - The Parasol Palace (Gama'dah'heegar'hyo)



CORDYCEPS PALISADES

Cordy'shepsa'deezy'deez. The outer palisade walls of the city appear to be another tangle of toadstool trees in the Mushroom Maze, fully hiding the city from view. Getting to the city's main gate requires taking a hidden, zig-zagged path through dense fungal underbrush. From the gate, the criss-crossing streets of residential toadstools come into view, surrounding the bustling Stew Garden.

SIGHTS AND SOUNDS

1. A wary mushrum gardener trims the tops off of sausage-shaped cordyceps mushrooms that look like defensive palisades.
2. A mushrum guard chips the end of a crystal trident with a stone, making it razor-sharp.
3. A mushrum with a shovel gingerly moves a growling **FUNGHOUL** from the middle of the road.
4. A young mushrum gobbles down a twisty, twirly mushroom cake with a greedy smile.
5. A pair of mushrum locals carrying huge sacks of fungal spores wipe sweat from their brows.
6. A mushrum merchant repaints a sign that reads, "Toadstool Market Now Open beneath the Great Parasol!"

LION'S MANE GATE

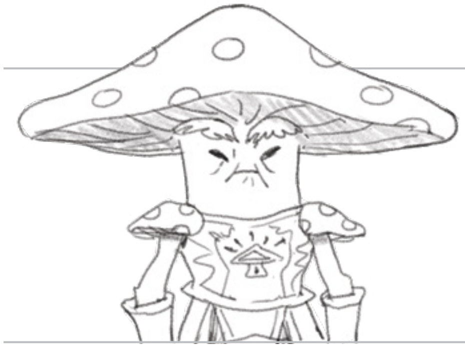
Lo'mana'zax. The great fungal Gates of Mycelior. The massive **FUNGITE** stone structure is topped by bulbous, fluffy fungal parapets, where mushrum **GUARDS** vigilantly watch the Mushroom Maze to keep the mushrum city safe from monsters. As defenses against the most dangerous denizens of the Fungal Jungle, hundreds of traps and projectiles hide in colorful fungal patches growing from the gate.

RUMORS

- Sentinel Yonny of Lion's Mane Gate dreams of finding the legendary *Evercap*, and anyone who helps them will be handsomely rewarded.
- Lion's Mane Gate is in disrepair, but the city is focusing all their resources on the Molework Passage.

OUTBOUND RUMORS

- A sunken Shrym sputter-ship is rumored to be located somewhere along the Endless River.
- The great hero Tymbo'zama'gowadax has journeyed to the Abyss to recover the fragments of the *Sword of a Hundred Heroes* (p300).



SENTINEL YONNY'POWDA'PAPA'WAT

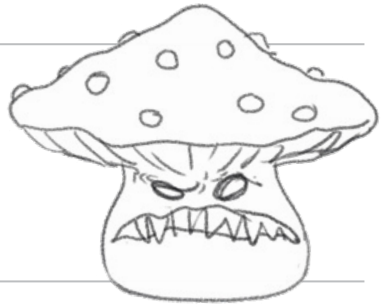
The grizzled hero of Mycelior, this guardian and officer of the law is considered the greatest warrior mushrum of the age. However, the elderly sentinel is slowing down these days.

- **Traits:** Stoic, humorless, forgetful
- **Motivation:** Somehow return to their former glory, rekindling their vim and vigor.

CROAKING BODE

A huge, semi-sentient **FUNGHOUL** assesses those who Sentinel Yonny admits through Lion's Mane Gate and into Mycelior's inner districts

- **Traits:** Lie detection, hunger, thirst.
- **Motivation:** Get yum yums by being a good funghoul who sniffs out lies.



QUESTS

THE KING'S TRUMPET

Sentinel Yonny and his companion Croaking Bode are terribly concerned. The Lion's Mane Gate is nearly defenseless, as all of its hidden ancient weaponry is in serious disrepair. And worse, the relic cannon from a bygone age, the mighty King's Trumpet, has completely broken! Sentinel Yonny cannot leave his post, but offers Gold 🪙 to anyone who can find replacement parts and get the cannon working again. Sentinel Yonny's best guess for where replacement parts can be located are at the Endless River (p156). Countless ships have sunk in its waters, among them some Shrym merchant vessels carrying their sputter and spark technology.

- Make a 12+ Exploration Check to find a Shrym ship (of which there are two) along the river. Both have the replacement parts. Roll 1d4:

1–2	*The Bolt* is home to a horde of hibernating **STYGOBITERS**.
3–4	*The Sprocket* is teeming with a horde of wild, rusty **SPUTTER-BEASTS** (L1-B).

THE EVERCAP

Sentinel Yonny has served the people of Mycelior for almost two hundred years and their body and mind are beginning to deteriorate. They know it, the Elders know it, the Magistrate knows it, and Croaking Bode knows it best. But there is a legend known amongst the loremasters of Eem of a great golden mushroom, known only as the *Evercap*, said to have astounding restorative powers. Sentinel Yonny is not one for fables but has reason to believe the stories are true. A single bite would restore Yonny's youth and make him fit for duty again. Yonny offers a *Relic* from the vault of the Great Parasol to anyone brave enough to embark on this quest.

- There are three legends surrounding the location of the *Evercap*.
  - The first legend is of a mighty wizard who used magic to plant the *Evercap*, restoring the Toadstool Forest (p167) after it was destroyed in the War of the Wizards. Yonny believes the wizard at Sporespire (p141) might know more.
    - Izz the wizard at Sporespire knows the third legend to be true, and that the *Evercap* is somewhere in the Palace of the Mushrum King (p145) in the Crystal Caverns.
  - The second legend is of the very first **MUSHRUM** whose spores are said to have propagated the entire folk species in Sporewell Valley. When the first mushrum died, their body lived on as the *Evercap*.
    - Nanny Toadstool in Sporewell Valley (p166) thinks the second legend is a bunch of hooey, and recommends that the PCs seek the advice of Izz the wizard at Sporespire.
  - The third legend is that the *Evercap* was created by Myko'morga'megalo'mungus, the Great Mushrum King, so that they could live beyond the years of any normal mushrum.
    - This legend is true. The *Evercap* is what allowed the Great Mushrum King to rule the mushrum folk for hundreds of years.
- The *Evercap* is located in the Great Treasury of the Palace of the Mushrum King (p151).
- **HEROIC TITLE ACHIEVEMENT:** Find the *Evercap* and return it to Yonny.
  - ***The Forager*** ♕. PC gains +1 to Picking Herbs.

MOLEWORK PASSAGE

Mo'dwug'paza'oop. A brand new tunnel-in-progress yawns open in the ground, surrounded by mounds of freshly turned earth. A steep wooden staircase reaches down into the dark where lanterns illuminate a passage to a moledwerp trading post where moledwerps and their mushrum neighbors conduct new trade. The project is an unprecedented step toward opening up Mycelior to outsiders and is planned to eventually reach all the way to the Shimmering Shar and the Old Dwarf Road (p234).

RUMORS

- Mushrums and moledwerps are joining forces to build a passage that connects Mycelior to the Shimmering Shar, but the project is doomed to fail.
- The Molework Passage needs more lumber, but the mushrums are afraid of partnering with tycoons.

ITEMS

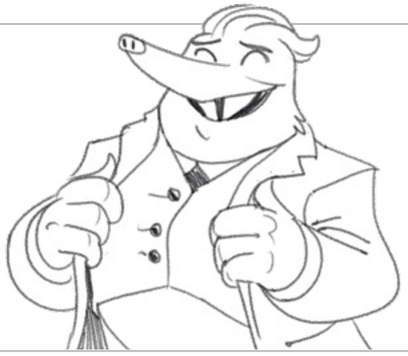
The outpost at Molework Passage is a Frontier shop.

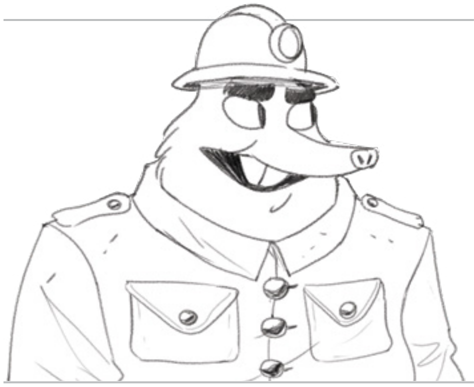
- Dusknugget Bites: A hearty bag of dried **DUSKNUGGETS** sprinkled with a spicy blend of herbs. Quality Ration. Copper 🪙.
- Non-Alcoholic Dusknugget Glog: This mushroomy drink is known to brighten one's spirits as well as their eyesight. Gain Undersight for the remainder of the session. Copper 🪙.
- Cave Carrot Cake: A gritty, crumbly cake high in nutrients, with a sweet meaty flavor. Heal 2 Courage. Copper 🪙.
- Moledwerp Shovel Mitts: Metal gauntlets fashioned like moledwerp claws to aid in digging. [mastercrafted]. Silver 🪙.
- Ground Penetrating Radar: Each session, gain +1 to a Travel Check in the Underlands before it is rolled. Gold 🪙.

DANTUCKET DWILLINGTON IV

The moledwerp is a self-made tycoon who pioneered the agreement between the mushrums and moledwerps to open up a trading post at the very doorstep of Mycelior. Dantucket is a rotund, merry-faced fellow with a hearty laugh and an eye for ingenuity.

- **Traits:** Proud of his accomplishments, clever, whistles through his teeth.
- **Motivation:** Take on impossible projects that no one believes in .





PIONEER SERGEANT WHYITT SUNDERWORTH

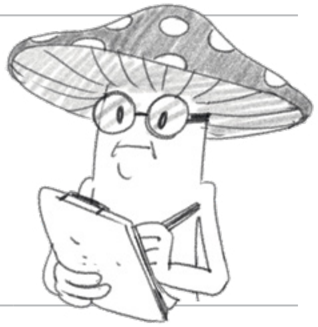
A moledwerp military man, PS Sunderworth was hired by Dantucket to help protect and dig the Molework Passage. Sunderworth eagerly accepted the job, hoping to use the opportunity to pursue his personal passion for mushroom cuisine by learning from the best.

- **Traits:** Cooking enthusiast, wilderness expert, tough when he needs to be.
- **Motivation:** Become a master chef and incorporate rare mushrooms into his cooking—in-between harrowing adventures, that is.

FLYO’DOOBY’DABBY’DOO

A mushrum with high status amongst the folk of Mycelior, Flyo was tasked by the community's elders to help oversee the excavation of the Molework Passage. With a team of hundreds, Flyo is responsible for ensuring that the tunnel follows the safest, most effective route to the Shimmering Shar.

- **Traits:** Extremely efficient, doesn’t understand metaphor, fascinated by Overlanders.
- **Motivation:** Open trade in both goods and ideas with new cultures.



QUESTS

PASSAGE PROBLEMS

No one ever said it would be easy, but Dantucket Dwillington IV was not ready for this level of mayhem! So many problems have cropped up while digging the Molework Passage that he's almost ready to quit! If it's not one thing, it's another. For instance, there's not only a **SPORE COBRA** infestation, now there's a **SLURPWORM** infestation too. Plus, the yubba yubba mushrooms grow so quickly that they lose hours every day clearing out what grew overnight in places they'd already cleared. And perhaps worst of all, there's not enough **petrified toadstool** to finish construction of the tunnel, and, obviously, no wood grows in the Underlands. The tunnels will collapse without timber support, which likely means negotiating a deal with one of the Big Three (p343).

- The **SPORE COBRAS** are coming from the south end of the tunnel, while the hordes of **SLURPWORMS** (L3-G) are rising out of the ground. Both are attacking workers and slowing down progress.
- The yubba yubba mushrooms are tricky because they pop up so rapidly, and if touched, they turn gooey and sticky like tar. They've already gummed up some of the mining equipment.
- Acquiring timber from the Big Three requires more money than the moledwerps and mushrums can muster. It would take striking a mutually beneficial deal.
    - In fact, a company like SPL would be more qualified and prepared to excavate this tunnel than Dantucket, but the mushrums appreciate the moledwerps' friendly nature as opposed to the goblins' business-mindedness.
    - If approached, a company will want to weasel in on Dantucket's agreement with the mushrums.
- Without a solution for each of the problems, the Molework Passage fails and is abandoned. But if the problems are solved, the project is successful, and the passage is built from Mycelior to the Shimmering Shar in Hex 14.20, bypassing the Mushroom Maze.

THE SHROOM CHEF

Pioneer Sergeant Whyitt Sunderworth is looking to retire from moledwerp military service to become a mushroom chef under the tutelage of the Mycelior mushrums of the Stew Garden. He hopes that after a few years as an apprentice, he can return home, or maybe even head to New Delve City, and open up a fungus-focused restaurant. But to become an apprentice, he needs to prove his worth to the legendary chefs by whipping up a mushroom dish that'll really wow them! Sunderworth is up for the challenge, but he's planning a difficult recipe called cowlcap surprise and needs help gathering the ingredients. The only problem is that cowlcaps only grow in the Toadstool Forest (p167). He'll pay you a pouch of Gold 🪙 to go fetch some.

- In the Toadstool Forest, the cowlcaps can be found on a 12+ Picking Herbs Check.
- Once Sunderworth has the cowlcap mushrooms, he's ready to cook, but he'll have to do it in the Stew Garden (p125) in a competition in front of an audience of judges including Chef Char'la'marang. Many things can go wrong, including sabotage by rival mushrum chefs! There are two other competitors:
    - A seasoned mushrum chef named Lulu'lala'mada (+2 Tinker) is not happy about any non-mushrum chefs learning their cultural secrets. Lulu attempts to swap Sunderworth's cowlcap with scrunchnub, a kind of torturously bitter fungus.
    - Garmo Feeg (+1 Tinker) is a goblin chef who won a contest in New Delve City to train with the Stew Garden masters. Gargo tries to confuse Sunderworth by telling him the wrong time for the cookoff so that he misses it entirely.
- Sunderworth (+1 Tinker) himself suffers from stage fright and starts sweating up a storm in front of the crowd. Without surreptitious help, he'll get flustered and fumble the recipe.
- Make Tinker Checks for all chefs involved to determine how Chef Char'la'marang grades their efforts.

THE SUBMERGED GROTTO

Flyo reports that there has been an interesting discovery in an offshoot of the main tunnel. A grotto houses strange stonework covered in chicken scratch writing that no one can decipher. But if the project is to be completed, the moledwerps and mushrums have no time to go exploring. Could you venture down the unearthed passage and report back on your findings?

- The grotto is an entrance to an aquatic **RANDOM DUNGEON** where a lost civilization of pale **FINFOLK** has been living for ages, completely unaware of the mushrums above them.
    - Modify rolled dungeon hazards to be aquatic-themed, and replace Adversaries with **FINFOLK**, **LIGHTNING EELS**, **LIGER SHARKS**, **ZOMBIE BARNACLES**, and **BUBBLEGEESE**.
- The finfolk inside the dungeon are frightened of the PCs and hostile—at least at first—and a language barrier makes communication difficult.
- The round-domed castle of the finfolk king lies in the dungeon's final chamber, surrounded by vast, deep pools of water filled with an abundance of fish (every Underlands Fish Component can be found here).
    - The **FINFOLK** king (L6-C) is guarded by six armored **FINFOLK** (L6-G). His treatment of the PCs will be based on how they have acted thus far.
- If the PCs are successful in diplomacy, the king offers them free fish and reveals that his people sometimes venture through a circuitous network of riverways and sumps into Goraxia where the hunting is plentiful.

THE STEW GARDEN

Yuma'doobee'galabagoo. The famed gathering place where mushrums converge on special occasions and festival weeks, the Stew Garden is home to dozens of outdoor kitchens, bonfires, and enormous cooking pots used for community meals and celebrations. The mushrums of Mycelior are particularly renowned for their culinary tradition of fungus preparation. For ages, mushrums have mastered the arts of making delicious cuisine from even the most stubborn, or in some cases even deadly, fungi of the jungle.

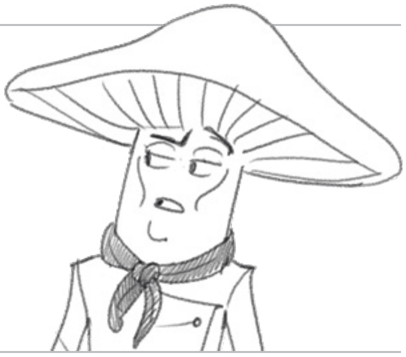
RUMORS

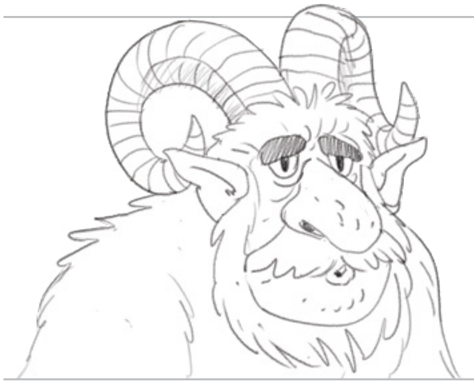
- The Bell Ball is coming up, and someone is planning on sabotaging the festivities.
- Once good friends, Chef Char'la'marang and Magistrate Mordy are no longer on speaking terms and it's the talk of the town.
- Believe it or not, Odwall Murgwish has a talking gurblepig!

CHEF CHAR'LA'MARANG

The tall, slender maestro of mushrooms themself. Their chefness is considered the greatest master of mushroom identification and preparation in Mycelior. But don't get on their bad side or interfere with their process.

- **Traits:** Confident, presumptuous, a little smug.
- **Motivation:** Find a pupil worthy of passing on their most precious recipes and tricks for fungi recognition.





ODWALL MURGWISH

A troll **GURBLEPIG** trainer, Odwall moved to the Fungal Jungle out of a love of the unknown after learning from a traveling mushrum of the immense beauty of the famed fungal wilderness. Odwall, an animal-lover, found himself tracking mushrooms and stumbling upon gurblepigs, who are great for rooting out valuable and delicious mushrooms.

- **Traits:** Oafish, dotes on his pigs, eager to please.
- **Motivation:** Live a life far from the toils of bridge trolling and toll collecting, alongside the beauty of the Fungal Jungle and in harmony with his gurblepigs.

QUESTS

MOREL CHARACTERS

After an intense verbal spat with Magistrate Mordy'fordy'zama'hach, Chef Char'la'marang is bitter, and the magistrate has forbidden the chef from collecting their favorite wigmorel mushrooms from the roof of the magistrate's cottage in the Morel Highgrounds. Furious, the chef sees no point in ever talking with Mordy again and is looking to hire adventurers with a certain moral flexibility to steal a dozen of the delectable shrooms from the magistrate's roof. They will pay a pouch of Silver 🪙.

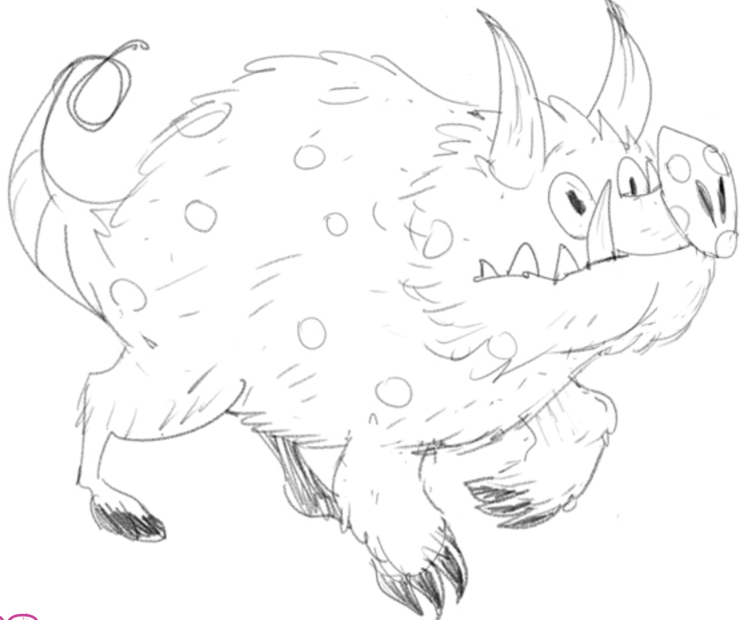
- Chef Char'la'marang will not discuss the nature of the argument they had with the magistrate, nor will they back down from their murky position about being insulted beyond any possible chance for reconciliation.
- Odwall Murgwish happened to see the whole thing: Magistrate Mordy wasn't satisfied with how the chef prepared a toadstool steak and sent it back, which made the chef so wild with anger that they banned Mordy from ever eating the chef's food. Odwall feels there must be some hidden subtext at play.
  - The truth is that Chef Char'la'marang was already insulted when Magistrate Mordy hired another chef to cater their offspring's coupling ceremony. So, Chef Char'la'marang was already insulted before the fiasco with the toadtool steak. Mordy insists they were just being frugal.
- The magistrate's home is in the center of the Morel Highgrounds, and a lone **SPONGOSAUR** (L3-B) named Snippers patrols the property and will alert her master if the PCs are found trespassing.

- If the magistrate finds out that the chef sent thieves, they are furious. However, the PCs could possibly mediate the situation and help rebuild their friendship. Mordy absolutely loves the chef's food, they are just a cheapskate. And the chef had once considered Mordy their best customer, which is about as chummy as they get.
- If the PCs manage to mend bridges, there is a night of fine dining thrown in their honor, a feast worthy of kings. The PCs gain +3 Temporary Courage for 2 sessions.

PIG IN THE CITY

Odwall Murgwish has a secret—a big one—a huge and utterly unbelievable discovery that he's not too sure how to announce to the world. What is it? Well, he'll tell if no one laughs. The thing is, he's discovered that his favorite **GURBLEPIG**, Snorton, can talk! Snorton isn't just repeating words like a parrot from Scalawag Strand, he can converse with the best thinkers in Mycelior! Snorton has made it clear that he wants to reveal himself to the world, but Odwall isn't comfortable with the idea. Odwall is looking for some eloquent and experienced travelers to convince Snorton to keep his secret.

- Snorton doesn't believe his special talent should be a secret. How dare he not be allowed to be who he really is! Odwall is concerned that nefarious folk will try to take advantage of Snorton.
- Snorton will lie just to appease the PCs and Odwall, and then, soon after, get up in front of a busy street and reveal his specialness.
- The moment Snorton reveals himself, a **MUSHRUM** (L5-B) called Kix and their **DWEORG** (L6-C) partner Groob attempt to kidnap Snorton and whisk him off to New Delve City, where he can be put on display like a sideshow!
- If Kix and Goob are successful, they take Snorton to Gunk Hold Grotto in New Delve City's Rag Bottom (p46), where the Court Jesters will pay a high price for cruel laughs at Snorton.



THE BELL BALL

The Bell Ball, a beloved mushrum festival, is returning to Mycelior after a years-long hiatus during the great reign of terror caused by the dreaded Zarakna'rawr of the Mushroom Maze (p161). Folk are excited to celebrate the famous food, beautiful bioluminescent fungus displays, and lively entertainment. However, Chef Char'la'marang, this year's host, has it on good authority that there are hijinks afoot. Rumors say that someone is planning to ruin the festivities, and no one knows why. The chef requests a group of lawful folk to act as security guards and investigate the three festival stages for sabotage.

- The culprits are the Shadowcap Brigade, a group of angsty mushrums that have been swayed by a mysterious contact to cause trouble for Mycelior. The contact is actually part of the Darkshroom Clan (p344), who intend to corrupt the city from within with its evil mycelium.
- **Stage 1**: Black mycelium is already growing beneath the stage. It's a corrupted form of **darkshroom** which grows at an alarming rate and will take over the stage, ruining it.
  - Investigation reveals that the mycelium is actually spreading further out beneath the city grounds.
- **Stage 2:** The night before the festival, a pair of hooded Shadowcap Brigade **MUSHRUMS** (L5-G) smash a traveling band's musical instruments. If the PCs arrive, they attempt to escape.
- **Stage 3**: The stage looks like a cardboard cutout of New Delve City with a giant mushroom growing in the center along with all the other towers, symbolic of a merging of cultures. Several bards from abroad are set to play here.
  - Investigation reveals that a **BOGSNAP** (L7-B) has been planted under the stage and is already digesting Eleeza Goden, one of the bards. She can still be saved. But six more **MUSHRUMS** (L5-G) arrive to stop the PCs.
- During the festival, a horde of Shadowcap Brigade **MUSHRUMS** (L5-G) hides in the crowd. They throw rotten, putrid mushrooms in an attempt to disband the crowd and ruin the festival. The mushrooms produce clouds of green spores that make people ill.
- If any Shadowcap Brigade members are captured, they can be interrogated. All of them are young mushrums who dislike that the city is opening up to outsiders. The Darkshroom Clan, through a shady contact named Rek, promises that if they follow orders, the Fungal Jungle will stay free of folk who only wish to exploit the mushrums.
  - Rek is actually multiple mushrums posing as a mysterious figure with a black cap. One of them hangs around the outskirts of Far Village (p114). Others come and go, giving orders to the Shadowcap Brigade in secret.
- This quest leads into **The Shadows Within** (p129).

THE PENNY BUN BAKERY

Fenny'penny'boo'bey. A famous local bakery founded by Fenny'Penny the baker. Locals from all over the city visit the bakery for authentic mushrum cuisine. Just don't ask about the secret recipes and closely held family secrets; Fenny's not one to forgive nosiness.

MENU

Copper 🪙.

- Penny Buns: Tastes like a cloud swollen with sugary raindrops and sprinkles. Quality Rations.
- Fenny's Fungal Flapjacks: Shockingly salty to the palate of non-mushrums, these pancakes have an extra spongy texture and are served with a syrup that looks like a cross between cottage cheese and neon green ogre sneeze. Causes sneezing. +1 Mettle, -1 Sneak for 1 day.
- Morel Meringue Pie: A fluffy, pale-blue, swirly cream served in an edible pie dish made from **dusknugget** grit. Gain +2 Temporary Courage.
- Muckbutton Macaroons: Tiny macaroons piled into a bowl and dusted with a sweet, secret ingredient of Fenny's called fungunk. Gain +1 Charm for the session.
- Fried 'n Funky, Hot n' Chunky: A favorite among moledwerps, these fried **dusknuggets** are soaked in a fiery hot chili sauce made from a closely guarded recipe that is rumored to include **VOLCANOID** tears. Gain immunity to next contact with fire.

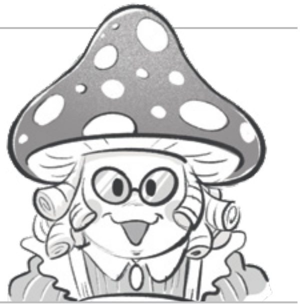
RUMORS

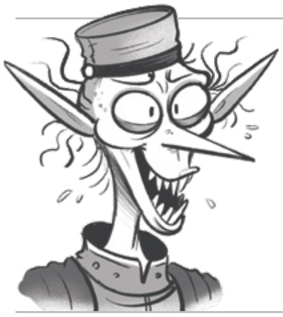
- Fenny'Penny has a trove of old treasure maps that she keeps in a locked chest behind the counter.

FENNY'PENNY'HABBA'GAP

Fenny'penny the mushrum baker is as known for their smiles as they are for their piping hot buns. Founder of the Penny Bun Bakery, they've got an adventurous streak as well and are rumored to have a collection of treasure maps.

- **Traits:** Friendly, inquisitive with outsiders, big mouth.
- **Motivation:** Bring people smiles and collect interesting maps.





TUNNY MILDOO

A goblin merchant who peddles Mucklands-made toys in the Toadstool Market, Tunny is a regular at the Penny Bun due to a powerful sweet tooth. Unfortunately, because of his poor reputation for cheap goods, toy sales are in the pits. So in an attempt to get back on his feet, Tunny has abandoned his scruples and is looking for any opportunity to get rich quick.

- **Traits:** Nervous laughter, eavesdropper, always munching on sweets.
- **Motivation:** Steal Fenny'penny's collection of treasure maps.

QUESTS

TREASURE CAKES

Fenny'penny wants to introduce a new item on the menu inspired by their hobby of collecting treasure maps. Guarded about the location of the maps, or even their legitimacy, they share that their idea involves baking a cake in a magical pan. But the pan they need belongs to the witch who dwells in Boon Witch Grotto (p171), so Fenny'penny will pay you Gold 🪙 to acquire it.

- Fenny'penny gives the PCs a pouch of Ancient 🪙 to make the purchase for them, an amount that the witch will gladly accept.
- However, when the PCs are away, Tunny Mildoo pulls off a heist, stealing Fenny'penny's treasure map collection. These maps reveal an Old Hoard in the Endless River (Hex 19.12), an Ancient Hoard located within Darkshroom Tangle (Hex 2.15), the Chest of Lana Lagoon, an Old Hoard in the Toadstool Forest (Hex 13.9), and a Mythic Hoard located in Darkshroom Lair (p174).
- Unbeknownst to Tunny, the moment he goes looking for the treasure, he gets tailed by Shadowcap Brigade **MUSHRUMS** (6xL4-G, 1x L5-B) who were following the rumors themselves and saw him take the maps.
- Fenny'penny will be thrilled if the PCs return with the magical pan, which has properties that make anything baked in it taste extra delicious. However, they are mortified that their treasure map collection was found and stolen. They offer the PCs copies of the maps if they find the thief and return the maps.
- If the PCs take a very long time to return from Boon Witch Grotto, Tunny is beaten and left for dead by the Shadowcap Brigade. Have him encounter the PCs if they try to retrieve the maps.

THE GREAT PARASOL

Gama'dah'heegar. A wonder of **MUSHRUM** biological architecture, this monolithic mushroom rises above the entire city. The great cap stretches over the center of the city, and within its massive stem is the grand Parasol Palace, where the Eldcap Council meets to shepherd the people and plan for the future. Beneath the shining fungal palace sit the courts of the Morel Highgrounds, and the famed Crystal Forge, wherein crystalsmiths craft wondrous tools and arms. To the south, the Toadstool Market bustles with vendors and customers trading in produce, imported goods, and various local wares.

SIGHTS AND SOUNDS

1. A mushrum plays a corkscrew flute, lulling **SPORE COBRAS** to sleep along the side of the path.
2. Handlers escort an ancient mushrum of the Eldcap Council through the streets as they smile and wave.
3. A dweorg and moledwerp yell, “Step right up!” and show off their wonderful and amazingly *Mundane* clocks that are for sale.
4. A pair of mushrum guards laugh at a goblin mime pretending to be stuck in an invisible box.
5. A moledwerp rings a bell while selling fried dusknuggets to a big crowd.
6. A group of tiny **WYVERNS** skitter under a streetside wild toadstool with a stolen loaf of fungal bread.

THE MOREL HIGHGROUNDS

Moroo'hagoda. The tall, ominous, morel mushrooms of the highgrounds rise like giant pock-marked arrowheads. Beneath their shadows sit the great courts of Mycelior. It is here that the judges and high dignitaries congregate when a legal matter must be addressed or judgment must be made. They call this judgment process the Moral Coo.

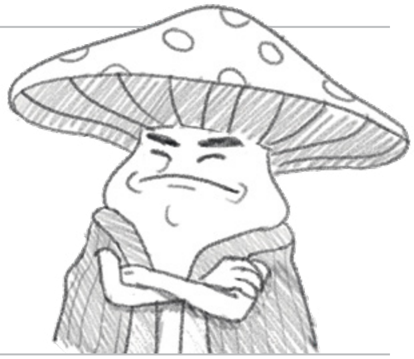
RUMOR

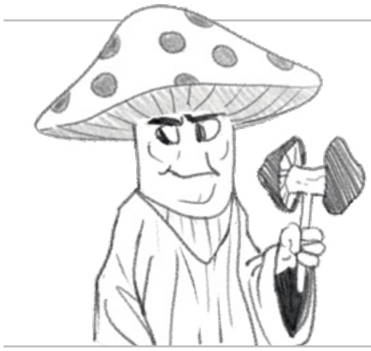
- A kobold fugitive has escaped the Morel Highgrounds and is armed, dangerous, and at large.
- Magistrate Mordy and Judge Ryne'hool'do are constantly at each other's throats.
- Judge Ryne'hool'do keeps letting mushrum hooligans walk away scot-free.

MAGISTRATE MORDY'FORDY'ZAMA'HACH

A short, squat, and rotund mushrum, Magistrate Mordy is the high administrator of the Morel Highgrounds. As the lawkeeper in Mycelior they are responsible for guiding the lower judges in the courts in their proper interpretations of the law.

- **Traits:** Fussy, by the book, unfriendly to outsiders
- **Motivation:** Though a little prickly on the outside, Mordy is very protective and loving to their pet **SPONGOSAUR**, Snippers.

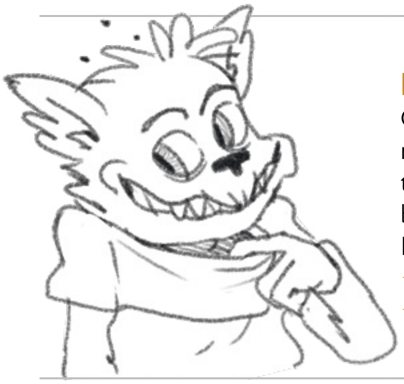




JUDGE RYNE'HOOL'DO

A young upstart with a knack for the law, Judge Ryne'hool'do is infamous for being lenient with the Shadowcap Brigade mushrums in their court cases and is not very popular among the populace as a result. Ryne'hool'do is being paid off by an unknown source, and all they care about is amassing enough resources to usurp the magistrate's position.

- **Traits:** Ambitious, opportunistic, flexible with interpretation of the law
- **Motivation:** Replace Mordy'fordy'zama'hach as magistrate.



ITCHY SCRAGGLEHEART

Originally from Toadstool Forest, Itchy came to Mycelior to swindle and bamboozle the local mushrums. While there is no question that Itchy is a rascal and guilty of petty crimes around the city, the **KOBOLD** swears that he has been framed for murder—conveniently scapegoated because he's an outsider. Now, he's stuck in the city because he's too afraid to navigate the Mushroom Maze again.

- **Traits:** Conniving, squirrelly, smiles even when he's angry, sad, or scared.
- **Motivation:** Prove he's innocent of murder.

QUESTS

THE CASE OF THE MISSING MORELS

The halls of justice have been vandalized! Someone has been stealing the tops of the tall morel mushrooms. Magistrate Mordy is livid that someone would disrespect law and order so irreverently. Catch the thieves and bring them to Mordy and Judge Ryne'hool'do to earn a reward of Silver 🪙. Mordy suspects it could be the Shadowcap Brigade troublemakers (p351), the disgruntled Sentinel Yonny'powda'papa'wat at Lion's Mane Gate (p121), or the nefarious Itchy Scraggleheart the **KOBOLD** fugitive that escaped from prison a few weeks ago.

- Mordy doesn't expect that the true culprit is their hungry **SPONGOSAUR** (L3-B) companion, Snippers!
- Judge Ryne'hool'do sees this entire fiasco as an opportunity to oust Magistrate Mordy. Not only is the magistrate scapegoating the Shadowcap Brigade, but they're protecting the inexcusable actions of Snippers (which the judge knows all about)! The judge will stop at nothing to let the truth come to light but is susceptible to blackmail and can be tricked if the PCs come up with clever solutions.

THE FUNGAL FUGITIVE

Judge Ryne'hool'do is visibly worried that the infamous **KOBOLD** criminal Itchy Scraggleheart has escaped the morel dungeons and is at large in Mycelior. Worried that Scraggleheart will seek revenge for his incarceration, the judge is looking to hire private detectives to seek out and capture the kobold before any harm is done.

- Itchy Scraggleheart the **KOBOLD** (L7-B) was arrested for the high crime of murdering one of Mycelior's elders, but he swears he was framed. Captured by the mighty Sentinel Yonny'powda'papa'wat (p121), Scraggleheart was sentenced to life in prison, but he escaped captivity.
- Itchy Scraggleheart now hides in plain sight in the Toadstool Market (p132), posing as a mushrum called Ooby'boot'pama'lama.
- If found out, Itchy admits that he's a rascal, but he's been scapegoated by mushrum big-wigs to cover up some sort of conspiracy.
- The quest leads to **Shadow of the Coomaster** (p135).

THE SHADOWS WITHIN

After the Bell Ball, Judge Ryne'hool'do inexplicably let the members of the Shadowcap Brigade walk, justifying it by saying they are merely wayward youths who've learned a hard lesson. But Magistrate Mordy is finally starting to question Ryne'hool'do's judgments. The magistrate rules that an impartial third party should conduct an investigation into the judge's decisions.

- Judge Ryne'hool'do is getting kickbacks from an unknown source to the tune of lots and lots of money—a king's ransom—as well as setting the table for their master plan to rid the city of the magistrate and the eldcaps.
  - All of this is discoverable in Ryne'hool'do's personal office which is locked inside the Morel Highgrounds. **GUARDS** (L8-G) patrol the premises all day and night.
  - However, not even Judge Ryne'hool'do knows that they have been possessed by **THE NEVERWAS**, just like Eldcap Gaba'naba'gaba'gooda (see quest **Shadow of the Coomaster,** p135).
- Meanwhile, the Shadowcap Brigade has already disabled the greatest defense of Lion's Mane Gate, an ancient cannon called The King's Trumpet, which can only be repaired by a master smith, (see quest **The King's Trumpet**, p122).
- With the city's defenses down, the Shadowcap Brigade can activate their scheme to plant powerfully pungent toadstools called white tumefactions that are known to lure **ZARAKNA'RAWRS**.
- If the white tumefactions are planted, a juvenile **ZARAKNA'RAWAR** (L5-C) is drawn to Mycelior and wreaks havoc on the city. During this time, the Shadowcap Brigade attempts to kidnap the eldcaps and the magistrate, bringing them to Darkshroom Lair by order of Rek (p115).

THE CRYSTAL FORGE

Ocka'ranga'banga'plax. An ancient quarry where mushrum smiths sculpt crystal goods with masterful chipping skills. Clusters of colorful crystals of every geologic shape and size descend into a colosseum-like chamber. The ringing of crystal echoes up the glittering rim of the forge, its fires whooshing in rhythmic succession as mushrum smiths collect crystals and forge wondrous things. Of late, travelers from far and wide have made the trek to purchase weapons and armor from the fabled master artisans of the Crystal Forge

CRYSTAL SMITH SHOP

Gold ⛃. All items are *Magnificent*.

- Crystal Saber [exceptional]
- Crystal Battle Axe [cleave]
- Crystal Halberd [beastly]
- Crystal Trident [reach]
- Crystal Spear [charge]
- Crystal Gauntlets [parry]
- Crystal Crafting Tools [mastercrafted]
- Crystal Bow [accurate]

CRYSTAL ARMOR

Costs Gold ⛃.

- Diamond Shield: Medium Shield. Grants +2 Block against spells, fire, and lava.
- Shar Armor: Heavy Armor. [mirrored] Once every Combat, deflect a ranged Hit.
- Sapphire Helm: Once every Combat, gain Advantage on a Mettle Check.
- Chromadyte Plate: Heavy Armor. Full crystal plate armor that makes one appear to be a chromadyte.
- Crystal Gauntlets: Piecemeal Armor. Sparkling gauntlets with spiked crystal shards that also count as a weapon.

CRYSTAL TRINKETS

Costs Gold ⛃

- Crystal Dice: Once every session, reroll a Check while gambling with these.
- Chromadyte Statue: One use. Transforms into a chromadyte construct that will fight in Combat (Attack: +1, Defense:-1, Courage:12, Dread:1d8, Block:1).
- Crystal Necklace [precious]
- Crystal Mirror: 1d6 Usage Die (before it shatters). Once every Combat, **BLIND** an Underlands Adversary Goon or Bruiser.
- Crystal Visor: Grants Proficiency to Gather Materials in the Underlands.

RUMORS

- The Grand Smith of the Crystal Forge is stricken with a curse.
- The famous mushrum relic, the *Crystal Blaze*, was destroyed, but the Grand Smith has been tasked with reforging it.
- One of the greatest smiths in the Underlands can craft powerful items at the Crystal Forge.

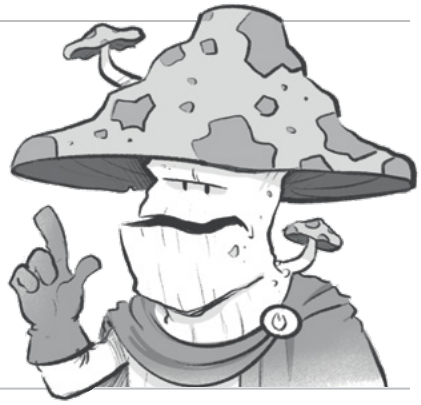
OUTBOUND RUMORS

- The city's best hunter and tracker, Tymbo'zama'gowadax, has journeyed to the Abyss to retrieve what's left of the *Crystal Blaze*.
- A powerful gnome capable of dispelling any curse dwells somewhere in the Toadstool Forest.
- Legend tells that there is a magical forge, called the Forge of Kra, somewhere in the Shimmering Shar.

THE GRAND SMITH

Upon being appointed the Grand Smith of the Crystal Forge, it is customary to cease to be acknowledged by one's name, in favor of the honorific Grand Smith. In any case, the Grand Smith has served in their post for over a hundred years, and those that recall the Grand Smith's name, remember it starting with a "C" ..no, a "K".

- **Traits:** Curt, mysterious, reluctant advisor.
- **Motivation:** The Grand Smith's real name is Keen and they are actually a **CURSED CHROMADYTE**, not a mushrum. Keen wishes to end the **CURSE** and return to the Crystal Caverns.



QUESTS

THE KEENEST HEART

The Grand Smith has a profound secret, one that they have never entrusted to another living soul, save a mushrum that they only refer to as their savior. Over a hundred years ago, The Grand Smith's name was Keen and they were a **CHROMADYTE** who challenged the servants of the Gloom King, who had invaded their home in search of priceless gems. As punishment, Keen was **CURSED** and transformed into a mushrum. Upon their transformation, Keen wandered aimlessly until being taken in by a kind mushrum crystalsmith. Finding the mushrums to be peace-loving and supportive, they lent their considerable knowledge of crystals to the city, ultimately becoming the Grand Smith for a hundred years. The **CURSE** is a powerful one, placed on Keen by a sorcerer called Noric Var who has been dead for seventy years. Keen has sought aid from witches and sorcerers to no avail, but has recently heard a rumor about a powerful gnome who dwells within the Toadstool Forest. Find the gnome and request aid. The Grand Smith will reward you with more than crystal arms.

- The gnome, whose name is Sorcerer-Bane Geraldine Toodlebee, can indeed remove the **CURSE** (p168). But she is currently hunting a **SORCERER** of the Broken Circle, the Gloom King's most elite servants, after the fiend destroyed a **DWEORG** village. Geraldine promises to accompany the PCs back to the Crystal Forge and to remove Keen's **CURSE** if they can help stop the sorcerer.
- Shada of Inkvale is both a **SORCERER** and **VAMPIRE** (L5-C, with the **VAMPIRE** stat block and Abilities from both). She is on a mission for the Broken Circle to collect the blood of a **GWARGLEBEAST**, and intends to use it in an ancient blood rite that will grant the Abilities of a gwarglebeast. Shada is accompanied by a group of **CULTISTS** (8xL8-G) and is extremely dangerous.
- Gwarglebeasts are rare and hunt far apart from each other's territories. There is a little-known Gwarglebeast Den (p178) in the Toadstool Forest, and one is roaming Greyglitter Valley (p95). They are not willing participants in Shada's plan.
- If the PCs defeat Shada, Geraldine is very thankful and awards them some old knick-knacks she has lying around the house: an Ancient Hoard.
- Returning to the Crystal Forge ignites a huge spectacle. The Grand Smith transforms at the snap of Geraldine's fingers to the amazement of the entire city. Keen is kind, courteous, and thankful.
- But before leaving for the Crystal Caverns, Keen thanks the PCs with a special crystal which is etched with a runeword called *Impassible Way*. One time use: Open a magical door through any mineral (stone, crystal, even metal).

REFORGING THE CRYSTAL BLAZE

The Grand Smith has been tasked with a sacred duty, to reforge the legendary Sword of a Hundred Heroes—*The Crystal Blaze*. As the recent tale goes, it was destroyed in a great battle deep in the Abyss. The city's best hunter and tracker, Tymbo'zama'gowadax, has journeyed to retrieve what's left of the blade, if anything. But they have been gone for months now, and the Grand Smith worries. Would you dare to venture and find them? Ultimately the sword is to be reforged and brought to the Shrine of the Great Mushrum King where it will reside for all time. If you help retrieve the sword's remnants, the Grand Smith will craft each of you a crystal item; and if you escort the reforged sword to the shrine, they will craft another for each of you.

- Tymbo'zama'gowadax can be found searching the Shadow of Lost Wishes (p299), but they need help.
- If the shards and hilt of the sword are brought back to the Grand Smith, they will forge a perfect *Magnificent* replica of *The Crystal Blaze* that has [finesse] [light] [exceptional] [parry] [true] [cleave].
- On the journey to the shrine, Darkshroom **CULTISTS** attack the party during any random encounter

THE TOADSTOOL MARKET

Tymo'moot'woot. Myceliorʼs market bustles with many vendors and shoppers. Crafting merchants sell all Underlands Components, except those found only in the Abyss, for Copper ⛁.

N.D. TRADING CO.

Costs Gold ⛁

- Dundeeneeʼs Mega Mushroom Mix: A delicious and nutritious blend of dried mushrooms. Gourmet Rations. Heals 4 Courage.
- RBC Tunnel Juice: A zesty vinegar drink from the Rascal Brewing Co. in the Mucklands. Removes the **TIRED** Condition, but gives you pickle burps.
- Elemental Recombo-powder: Use this powder to replace a missing crafting Component in a recipe.
- Blasting Charge: Blow open a door or barrier with significant force. Anyone Nearby suffers 1d8 Dread.
- Crazy Urnyʼs Wire Whistle: A branded alarm trap that emits a loud, steam whistle-like sound when tripped.
- Exploding Mushrooms: 1d6 Usage Die. When thrown, the mushrooms explode in a puff of spores that stun the target and anyone Close to it.
- Nuck Nuckʼs Book of 101 Mushrum Knock-knock Jokes: Because mushrums arenʼt always fun guys.

PYKOʼS PIGS

Costs Gold ⛁ x2. Requires Animal Feed or they will run away.

- Sniffing Pig: Provides a +1 bonus when Picking Herbs in the Fungal Jungle.
- Guide Pig: Each session, reroll a Travel Check in the Fungal Jungle.
- War Pig: Once every Combat, may charge a Nearby or Faraway target, inflicting 1d8 Dread.

FUNGAL BUNDLES

Costs Copper ⛁ each or Silver ⛁ for any 3 Components

- Darkshroom
- Gnome Cap
- Mountain Hermit
- Orchsnout
- Airbell
- Argent Tendrila
- Dusknugget
- Faeriestool
- Glowing Pufflechuff
- Stinkplume
- Mushroot
- Petrified Toadstool

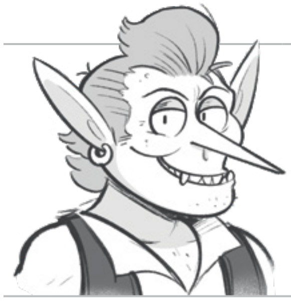
THE MAGIC MUSHROOM HUT

A hunched, wrinkled mushrum **WITCH** named Madam Oriaʼmandiʼgiul sells mushrooms of a magical nature. Costs Gold ⛁.

- Mega Mushroom: Grow to Large size, gaining +1 Courage and Dread for up to an hour.
- Pick Me Upshroom: The next time the PC is knocked **UNCONSCIOUS**, they immediately wake up.
- Flame Fungus: PC gains the ability to conjure projectile fireballs from their hands for [Level] minutes. On a Hit, inflict **BURNING**.
- Rainbow Mushroom: Become invulnerable for 1 round.

RUMORS

- Rumors of a never-before-seen cryptid have explorers in the Toadstool Market both curious and skeptical.
- A prize-winning **GURBLEPIG** is missing—and with it, the ability to source a fortune in rare mushrooms.
- Nuck Dundeenee is hiring adventurers to find his missing partner and shipment of starfell metal.



NUCK DUNDEENEE

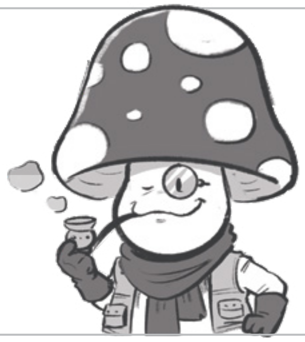
The goblin chief of N.D. Trading Co., Nuck is one of the first tycoons to seize the new opportunity for trade with the mushrums.

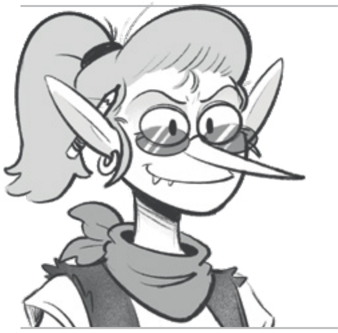
- **Traits:** Friendly, dealmaker, a little high strung.
- **Motivation:** Relocating his lost friend and a valuable shipment.

PYKOʼTOOOʼUBAʼHAM

The finest **GURBLEPIG** trainer this side of the Great Chasm. Pyko is a mushrum with a knack for navigating the Mushroom Maze and finding delectable morsels of rare mushrooms with his favorite **GURBLEPIG** sidekick Snuffles.

- **Traits:** Herbalist, chef, animal lover
- **Motivation:** Pyko is worried sick! Snuffles has disappeared, and Pyko is pulling out all the stops to find her.





“BEAK” BUNGLEHOOP

A self proclaimed cryptozoologist, the goblin explorer has bright, wide-set eyes and a nose for adventure. Adopted by **MUSHRUMS** as a baby, Beak was so named for her long nose, which reminded her parents of the great Under Bird, a mythical avian creature said to dwell in the Fungal Jungle.

- **Traits:** Curious, animal love, loves conspiracies
- **Motivation:** Prove the existence of the great Under Bird of the Fungal Jungle.

QUESTS

A PARTNER IN PERIL

Nuck Dundeenee has lost yet another shipment on the Old Dwarf Road (p234). Worse yet, his trading partner Cheryl Brasswile is missing. Brasswile is a frequent trading partner from the Mucklands, a hearty bogril who retired from the Bulwarks and was responsible for the shipment, but never showed up. Now, Nuck is worried about her. He doesn’t know whether it was bandits, beasts, or a run of bad luck that she ran afoul of. Nuck’s willing to pay Gold ⛁ (and maybe more) to anyone who can find Cheryl and his lost shipment and bring them safely back to the Toadstool Market.

- The shipment is made up of little more than a small chest with N.D. Trading Co. stamped on the side of it. The chest contains **starfell shards,** a precious crafting material used in the making of *Magnificent* items.
- Cheryl Brasswile is tied up in Area 2 of the Broken Tooth Flat (p249).
- If both Cheryl and the **starfell shards** are returned, Nuck rewards each PC with Gold ⛁ and a **starfell shard**.

ANOTHER MAN’S HAM

Pyko the **GURBLEPIG** trainer has lost their favorite and most loyal friend, Snuffles. It isn’t like her to stray too far from the market, but she has most certainly vanished! Pyko even suspects foul play may be afoot because Snuffles is a prize winner and capable of unearthing some of the rarest and most valuable mushrooms in the Fungal Jungle. Pyko has no idea where she could have gone, but offers a pet gurblepig in exchange for finding her.

- Snuffles the **GURBLEPIG** (L6-B) was kidnapped by the Shadowcap Brigade—they are using her to find poisonous mushrooms for use in their nefarious plans. Snuffles was taken to a hideout on the outskirts of the city.
- Within the hideout, the PCs find a terrified and befuddled group of **MUSHRUMS** (7xL4-G). Since Snuffles roughed them up while escaping, they believe she is some kind of bewitched demon pig! The pig is now somewhere in the hideout tunnels, which is a **RANDOM MAZE** with Snuffles as the primary Hazard, as she will confuse the PCs for kidnappers.
- Once convinced of the PCs’ intentions, Snuffles will happily accompany them back to Pyko, who offers the PCs a reward of a small pet **GURBLEPIG** that provides a +1 bonus when Picking Herbs.

SPIRIT OF THE UNDER BIRD

Beak Bunglehoop, the goblin explorer, has it on good authority that legends of the Under Bird, the Fungal Jungle’s most famous cryptid, are true. Raised by adoptive mushrum parents, Beak was named due to her long nose giving her a striking resemblance to the mythic bird. Her parents unabashedly maintain that the creature is real, which inspired Beak to spend her life studying nature and searching for proof of the elusive beast. Now she’s certain she has tracked it down, but unfortunately the Under Bird has taken up residence in a dangerous place: Sporewell Valley (p165). Beak offers fame and fortune to anyone who accompanies her to find the great Under Bird!

- The Under Bird is indeed real, a *Huge* bipedal, flightless, mushroom bird critter (as **MUTANT** L6-C, a cross between **ZOZO BIRD** and a **SPORE COBRA**). It has gigantic clawed feet and a fierce beak on its broad head. The creature hunts **SPONGOSAURS**, so Sporewell Valley is an excellent place for it to live.
- Make a 12+ Exploration Check to find the Under Bird in Sporewell Valley. It attacks anyone that startles it.

THE PARASOL PALACE

Gama'dah'heegar'hyo. The most ancient building in Mycelior, the great Parasol Palace is a castle-sized toadstool that was the original stronghold of the ancient mushrums after they retreated from the Palace of the Great Mushrum King (p145). These days it is home to the council of mushrum elders, the eldcaps, who govern and guide the people of the city in a communal, telepathic council called the Coo. The Coo is highly unique; each citizen has a voice within it, but the eldcaps give the final word, and both deliberations and decisions are understood by all in real time.

WHAT'S GOING ON

All is not well in Parasol Palace. After the much beloved eldcap, Yaro the Coomaster, perished a few months ago, a new council member was named for the first time in a generation. Unknown to anyone, the newly appointed Eldcap Gaba is behind the murder of Yaro.

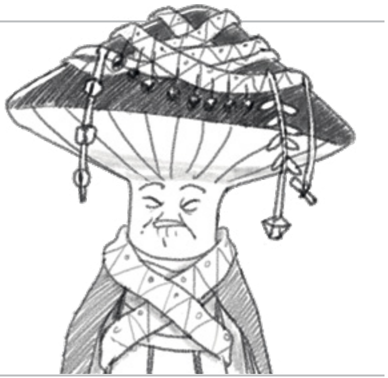
RUMORS

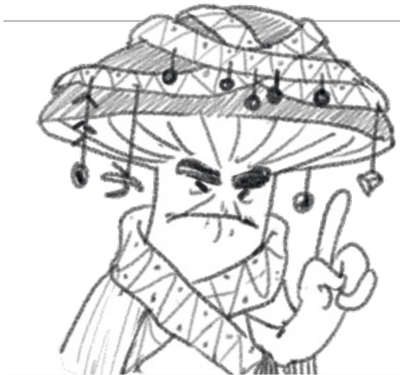
- The great Yaro the Coomaster of the Eldcap Council died recently, and some believe he might have been murdered.
- The Coo is becoming weaker as time goes on and no one knows why

ELDCAP OGA'NUBA'DAK

The eldest of the eldcaps, Oga is sometimes referred to as the Thinker, in no small part because of their rather huge head. They are a traditional and contemplative council member, known for considering all sides of an argument. Oga has always been the mouthpiece of the council to both outsiders and Mycelior's people, and with the passing of Yaro, they are considered the de facto leader of the Council.

- **Traits:** Tough love, incredibly wise, discovering humor.
- **Motivation:** Take time to make decisions and guide the mushrum people to prosperity.





ELDCAP WEEBA'TEEMA'HAMA'GAD

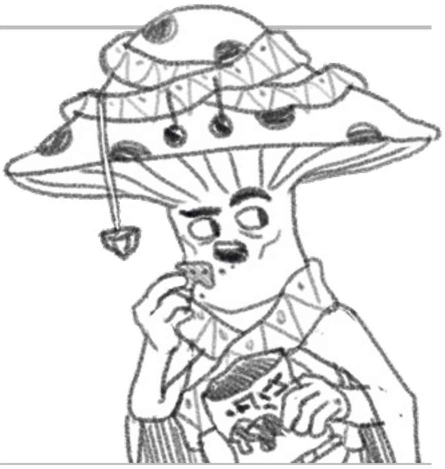
The keeper of the words, Weeba is a short, stout, scowling mushrum who is responsible for transcribing the decisions and discussions into the *Toadstool Tome*, so no details are ever lost.

- **Traits:** Curt, by the book, doesn't understand metaphors or humor
- **Motivation:** The preservation of knowledge so the next generation has a perfect record of the city's decisions, thought processes, arguments, and solutions.

ELDCAP GABA'NABA'GABA'GOODA

Youngest of the ancient eldcaps, Gaba is the newest member of the Eldcap Council, having succeeded the legendary Yaro the Coomaster after their death. Gaba is full of fresh, new ideas, but hasn't yet gotten the hang of the ceremony and traditions of the position. Gaba's outward goal is to lift the city out of its funk by engaging more actively with fellow denizens of the Underlands, like the goblins and dweorgs. But, Gaba is possessed by **THE NEVERWAS**, which preys on the mushrum's desire for more power.

- **Traits:** Eager, duplicitous, always munching on mush chips.
- **Motivation:** Cover up the murder of Yaro and cement their position on the council.



QUESTS

THE FATE OF MYCELIOR

Oga'nuba'dak fears that Mycelior as they know it could be coming to an end. Oga is not afraid of change, per se, but the collective consciousness of the citizens has never felt more distant and fragmented than now. This may be hard to understand for an outsider, but mushrums can engage in a ritual called the Coo, which allows them all to telepathically link at once. But something is amiss lately. Some townsfolk report they can no longer do it, and Oga themself feels a weaker connection than ever. There is a magician at the top of Sporespire who could possibly help, should they still live—Izz the hermit (p141). Tell them that Oga has come to collect on an ancient agreement and they will know. They will come with you to Mycelior.

- Izz is a magician feared by most mushrums not only because Izz practices magic, which few mushrums understand, but also because Izz lives outside societal norms. But in his impartial status as a hermit, Izz has studied the collective mind connection of mushrum folk.
- Izz and Oga have a history. Oga actually saved Izz from the ire of Mycelior's people more than once. He has been waiting to return the favor.
- If Izz is escorted to Mycelior, they diagnose the problem as a discordant populace. But Izz isn't referring to the newcomers of the city, rather there are discordant mushrums that they can't quite identify yet. But if they are rooted out, the Coo will be in harmony once more.
  - The discordants in question are the Shadowcap Brigade and two high-ranking voices in the government: Eldcap Gaba'naba'gaba'gooda and Judge Ryne'hool'do.

SHADOW OF THE COOMASTER

Gaba'naba'gaba'gooda approaches you discreetly while chomping on mush chips. Gaba can't be too certain, and they don't want to start a panic, but they have reason to believe Yaro the Coomaster was murdered, and there's a terrible conspiracy at work. Gaba requests discreet help to root out the truth. They aren't sure who to trust on the council. Gaba suggests that knowing what happened in the council on the fateful day of Yaro's demise might provide insight. This would require convincing Eldcap Weeba to allow research in the *Toadstool Tome*.

- Under the influence of **THE NEVERWAS**, Gaba is actually responsible for Yaro's death. Gaba poisoned Yaro so he could take his place on the council, fulfilling his wish for more power.
- Rumors have been circulating that Yaro was murdered, so Gaba has masterminded an elaborate plan to draw attention away from themself. They already tried to frame a kobold rascal named Itchy Scraggleheart (see quest **The Fungal Fugitive,** p129). His backup plan is to place blame on Magistrate Mordy'fordy'zama'hach (p128).
- Weeba refuses to let outsiders see the pages of the *Toadstool Tome*, claiming that only members of the council may view them—but they also say Gaba is "too new" to see them.
  - In turn, Gaba raises suspicion to the PCs that perhaps Weeba is trying to hide something.
  - If the book is opened, the pages relating to Yaro's last council session are gone! Unbeknownst to the PCs they were ripped out by Gaba. But this focuses more blame onto Weeba.
- If investigated, Weeba has many letters from Magistrate Mordy'fordy'zama'hach on their desk, right out in the open, that clearly question the council's competency. One says: "I wonder if the council has grown too old and is in need of fresh faces. Something to ponder, Weeba. These are trying times and new leadership could be exactly what our people need."
- Gaba prods the PCs to investigate the magistrate. It turns out the magistrate is in possession of the missing pages from the *Toadstool Tome*, hidden in his desk, but they act like they've never seen them before.
  - The *Tome* details that Yaro was brought a special dessert by one of the magistrate's assistants, a mushrum named Jeela'weelyok.
  - Jeela doesn't remember who told them to give Yaro the dessert but they're pretty sure it wasn't the magistrate, who actually despises sweets.
  - Perception Check: There are mush chip crumbs smooshed on the paper, like those that Gaba always eats.
- If confronted, the magistrate denies all involvement and lays blame on the PCs as outsiders, alerting their **GUARDS** (L5-G) to capture the PCs.
- Gaba will double down on taking action against Weeba, the magistrate, and even Oga. Perception Check: Gaba is sweaty, manic, and trying to obfuscate what's really going on.
- If Gaba is accused, they will buckle immediately and attempt to escape. If captured, they will surrender and confess to poisoning Yaro and trying to frame the others. That's when **THE NEVERWAS** (L10-C) reveals itself and attacks the PCs.
- As a reward for helping, Weeba inscribes a special note about the PCs into the *Toadstool Tome*.
- **HEROIC TITLE ACHIEVEMENT**: Discover that Gaba was the murderer, and reveal the Neverwas.
  - ***Immortalized in the Toadstool Tome*** ♔: PC gains +1 to Social Checks with mushrums and is considered to be of a noble status to non-hostile mushrums.

Sites

The Lone Delver's Lodge

Hex 9.6. Primarily a pit stop for nomadic dweorgs making their way through the Underlands, the Lone Delver's Lodge is also a place where like-minded folks can organize caravans and questing parties to fortify themselves against the countless dangers of Eem's subterranean realm. Located on the northern cliffs of the Fungal Jungle's border, its proximity to the Under Mucklands and the Dwrg'zag Road makes it an ideal spot for enterprising explorers and dungeoneers to gather before a big expedition.

HIRELINGS

Copper 🪙.

+0 Attack and Defense, 8 Courage, 1d6 Dread. -1 to all Skills outside of their specialty.

- Bumplin Geese, Boggart Delver: +2 Search.
- Weego'funda'vigo'dar, Mushrum Guide: +2 Realms.

Silver 🪙.

+1 Attack, +0 Defense, 12 Courage, 1d8 Dread. +0 to all Skills outside of their specialty.

- Zaga Murn, Dweorg Quartermaster: +1 Tinker and Wilderness.
- Misa the Mute, Mushrum Muscle: +1 Might and Vitality.

Gold 🪙.

+1 Attack, -1 Defense, +1 Block, 15 Courage, 1d10 Dread. +1 to all Skills outside their speciality.

- Sergeant Gurgoo, Gelatinous Goo Commando: +2 Mettle.
- Zaph Rokden, Dweorg Hunter: +2 Sneak.

CARAVAN PASSAGE

PCs can hitch a ride in a wagon on Dwrg'zag Road, down into the Shimmering Shar. Travel an additional Hex per day. Gold 🪙.

MENU

Costs Copper 🪙.

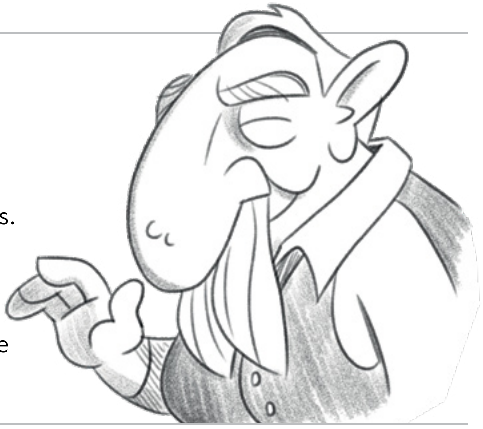
- Fungal Stout: A thick, frothy beverage as black as ink. Gain +1 Vitality vs. **POISONED**.
- Spongey Sour Eggs: The description only reads as: "Steamed something or other eggs with a sprig of sour-stick." Suffer 1 Dread, but gain +1 Temporary Quest Point.
- Gunkwaffle Stew: A secret recipe of pungent fungi, toasted in a waffle press and served in a root stew. It fills the stomach and works like catnip on tunnel cats. Gain +3 to Wrangle any feline creature or critter for the session.
- Hogwash Hotsauce: Made from the ear hair clippings of a gurblepig and the spicy earwax of a nublin. Goes down hot as lava, but sure helps you focus! Gain +1 to a single Realms, Tinker, or Wilderness Check.

RUMORS

- You can put together a team of hirelings or hitch a ride with a caravan at the Lone Delver's Lodge.
- A dweorg with a *Magic* jerkin hangs out at the Lone Delver's Lodge.

OUTBOUND RUMORS

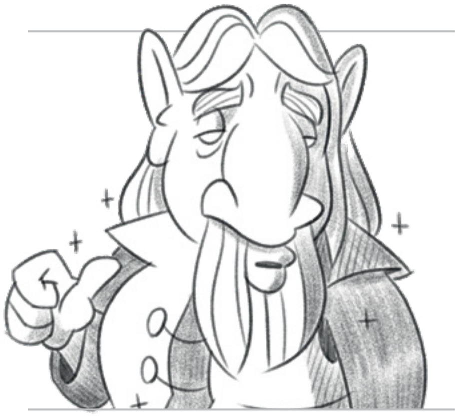
- Someone is attacking caravans along the Dwrg'zag Road (p155).
- A mysterious mushrum wearing all black is up to no good and hangs around Far Village (115).
- Apparently, they're trying to rebuild the railway into the Fungal Jungle, but it would cost a fortune (p143).



BRNNI ZRGN'STRN

The dweorg owner of the Lone Delver's Lodge, Brnni is a former adventurer who loved exploring the Fungal Jungle. Each morning, Brnni feeds his pet spongosaurs that roam and lounge outside the lodge, he greets the single morning sunbeam, and he whips up a hearty breakfast for his overnight guests. There's nothing he loves more than connecting folks and putting together adventuring parties.

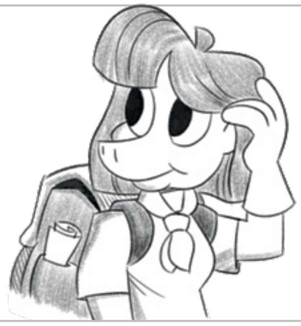
- **Traits:** Loud and gregarious, matchmaker, wistful at the end of the day.
- **Motivation:** Brnni has few complaints, but he wishes he could share his life with someone special.



NRK THE JERKIN

A dweorg whose entire personality revolves around his magical jerkin, Nrk will never miss an opportunity to explain that not only is his snazzy jacket extremely fashionable, but it also protects him from fungal allergies, toxins, and disease. If you need to wade into a field of funghouls, Nrk is your guy. Most patrons at the lodge merely tolerate Nrk's presence, and few make the mistake of bringing him along on any adventures.

- **Traits:** Insecure, doesn't respect personal space, can't stop talking about his jerkin.
- **Motivation:** Convince everyone that he is an accomplished adventurer.



ALICE ADDERWISE

Fresh out of Dungeoneer Academy (p72) and ready to make a mark on the world, Alice's only problem is she has never really been out on her own without anyone else to rely on. And she's quickly figuring out that the real world isn't always as straightforward as school.

- **Traits:** Green, overeager, talks with a lisp.
- **Motivation:** Prove her parents wrong and become a successful dungeoneer.

QUESTS

THE LONELY LODGEKEEPER

It's no coincidence that Brnni named the place the Lone Delver's Lodge. Behind his boisterous personality is a dweorg longing for love and companionship. It's ironic because Brnni spends much of his day connecting his patrons to form adventuring parties, but at the end of the day he's always alone. Not many people would want this remote life dealing with rowdy adventurers on a daily basis. It's been years since Brnni's had a relationship, let alone a single date. You wouldn't happen to know anyone, would you?

- Brnni says he's not picky, but it's quickly revealed that he has a ton of deal-breakers.
  - He hates loud chewers.
  - They can't have ugly feet.
  - Their name has to have a nice ring to it.
  - They can't have bad breath.
  - They must have thick, voluminous hair.
- Perhaps the PCs have met some NPCs that they think would be a good match. Otherwise, throw some potential matches at Brnni—folks that visit the lodge—that tick some but not all of the boxes.
- It turns out Brnni is pretty awkward romantically, and he'll need some help sweet-talking his dates, or this will be a disaster.
- If the PCs can successfully play matchmaker, Brnni treats them like kings whenever they visit the lodge, giving them free room and board.

THE B-TEAM

Alice Adderwise is putting together a crack team of explorers for her first expedition into the Fungal Jungle! She's already got Nrk the Jerkin, which she thinks is a coup. But she could use some folks like you to round out her squad. Alice's goal is to map the Whitecap Mountains (p169) and catalog the mushrooms found there. She intends to get her first article published in *Dungeoneer Magazine!* She can't pay much, just Copper 🪙. But you and Nrk the Jerkin can split whatever loot the group finds amongst yourselves.

- No one else wanted to join Alice on her expedition for a few reasons: Alice already enlisted Nrk the Jerkin, whom no one likes or respects; she is a brand-new, inexperienced dungeoneer; she doesn't pay well; and her interests are extremely academic.
- Alice wants to cover every single Hex of the Whitecap Mountains and search for Herb Components while she's at it.
- Nrk the Jerkin boasts about his prowess the whole time, but when something dangerous goes down, he suddenly disappears. He'll show up again when it's safe, claiming that he was doing something crucial that made it possible for the team to succeed. If the PCs find loot, Nrk always tries to claim the best items.

THE JERK IN THE JERKIN

Nrk the Jerkin has a problem. Some goons are after his magical jerkin! After a trip to the Far Village, they followed and chased him through the jungle. No doubt they'll figure out that Nrk ducked into the lodge to escape them. You have to help him!

- Everyone else at the lodge just shakes their head and turns back around after Nrk pleads for help. Even Brnni shrugs and smiles.
- The "goons" after Nrk are a mushrum adventuring party that recognized Nrk and the jerkin from a few years back. Nrk explored the Crystal Caverns with them. But after a harrowing day, he decided to sneak off with the loot in the middle of the night. Nrk figured they must have been dead by now!
- The mushrum **RIVAL DUNGEONEERS** (4xL3-B) are ready to rough Nrk up and take the jerkin and whatever valuables he has, but they don't intend to kill him.
- *Fungal Jerkin.* Grants immunity to fungal spores, toxins, and disease. Mushrums gain +2 Courage.

THE DARKSHROOM KIDNAPPERS

A caravan is being put together to rumble down the Dwrg'zag. The organizer, a mushrum named Zam, has been gathering folks for more than a week just to ensure it's a big, safe caravan. Because the caravan is so large, it's only Copper 🪙 to join up.

- Zam the mushrum is actually a Darkshroom **CULTIST** (L3-B) who is shuttling folks to Darkshroom Tangle (p154) to be sacrificed in evil rituals.
- The journey is uneventful until the caravan gets to Darkshroom Tangle where some fallen toadstool trees block the road, so Zam leads the caravan off course.
- Perception Check: the caravan is veering further east into Darkshroom Tangle.
- If Zam is confronted before arriving at Darkshroom Lair (p174), they try to play it off as poor navigation. But they'll flee if attacked, hoping to meet up with their fellow **CULTISTS** awaiting their arrival at the lair.
- If the PCs go along for the ride, they are seized and brought into the Darkshroom prisons along with the rest of the folk. There, they must escape from the clutches of the Darkshroom Clan before they are sacrificed!

INTERN INTRIGUE

Brnni is starting up a new mushrum internship program, "Because, dang it, everyone deserves a chance to learn the ropes from a pro!" Meet Weego'funda'vigo'dar! Take them on a few adventures. Test their skills. If you do a swell job of paying it forward, Brnni is offering a voucher for free caravan passage with daily complimentary menu tickets.

- The PCs are tasked with testing Weego's Skills in the field as much as possible (typically by having the NPC make Checks).
- The twist is that this isn't the real Weego—they are actually a Darkshroom **CULTIST** (L3-B), who wants to sabotage the PCs adventures. The real Weego has been kidnapped, tied up, and stashed in a derelict shed not far from the lodge.
- The Darkshroom Weego acts a little odd: they don't sleep, they often reply to questions with non-sequiters, and they mutter to themselves. They have many questions and want to know what the PCs are doing in the Fungal Jungle. But worst of all, they lead the party into dangerous situations, imposing -1 to Travel Checks.
- The false Weego's goal is to gain as much intel from the PCs as possible, and then lead them into Darkshroom Tangle where they can easily be dispatched by fellow **CULTISTS**.

The Shrine of the Great Mushroom King ♜

Hex 5.7. A landmark of significant cultural importance, this giant stone shrine depicts a stoic, muscle-bound, sword-wielding mushrum: Myko'morga'megalo'mungus, the Great Mushrum King who ruled the Fungal Jungle at its zenith in history. Mushrums make the pilgrimage to visit the shrine and pay their respects year-round. At this point, Myko'morga'megalo'mungus is like a folk god—their name is never to be taken in vain and even invoking it is a serious matter. The shrine itself is immaculate, clean of any vegetation, fungus, or filth. Gifts of mushrooms, fruit, and riches lie at the foot of the shrine, all from those who wish to honor the king.

PAYING YOUR RESPECTS

Adventurers of pure heart—and all mushrums—who pledge an oath of heroism at the shrine are granted a random **BOON**. But if they commit an act of wickedness after accepting a **BOON**, they become **CURSED**.

RUMORS

- The Great Mushroom King still lives on and grants boons at their shrine.
- Many mushrums make long treks to visit the shrine, leaving offerings and gifts.
- The Darkshroom Clan despises the Shrine of the Great Mushroom King and wants to see it destroyed.

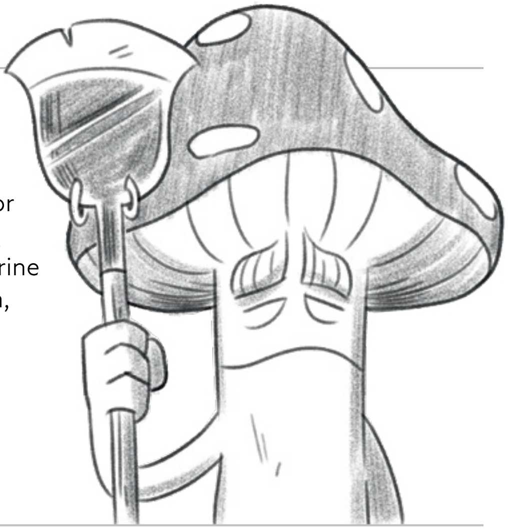
OUTBOUND RUMORS

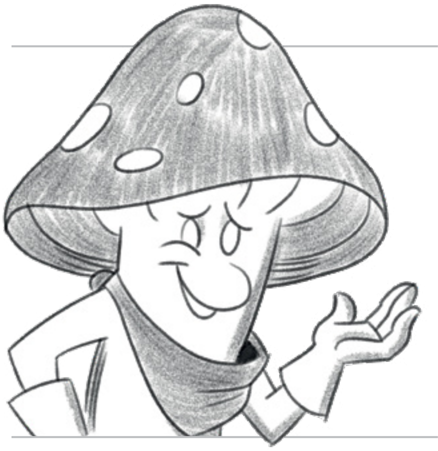
- Pilgrims pay well to be escorted home from the Shrine of the Great Mushroom King.
- It is said that anyone can walk freely into the lair of the Darkshroom Clan, because they want fresh blood.

THE SHRINEKEEPER

A quiet, stalwart mushrum, the Shrinekeeper has watched over the shrine for generations. They are not unfriendly, but rarely do they speak, only nodding and offering help to those in need of it. Their primary duty is to keep the shrine clean and protect it from heretics. The Shrinekeeper wields a spade polearm, useful for both maintaining the garden around the shrine and for fighting off assailants.

- **Traits:** Vigilant, gracious, not afraid to fight.
- **Motivation:** Protect the shrine from the elements and harm.



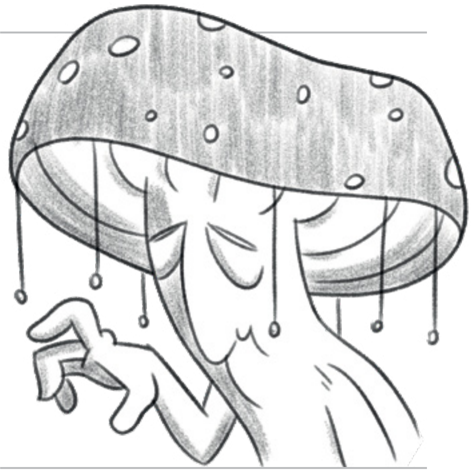


DURGO

From "out of town," as they put it, Durgo is not your typical mushrum. They don't speak the language; they get freaked out when other mushrums talk to them telepathically; and they have no idea how to navigate the jungle like the native mushrums. They're just here to loot the shrine because they're desperate to pay off their gambling debts to loan sharks in the Mucklands.

- **Traits:** Puckish, sneaky, brash.
- **Motivation:** Pay off their massive debts to the Tricky Toe Gang in Bogtown (see *The Mucklands Sandbox*).

ELDCAP OOBRA'DOO'BEE



Living on the other side of the Fungal Jungle, this truly ancient oldster has been making an annual pilgrimage to the shrine for four hundred years. As a hermit, many rumors swirl about Eldcap Oobra. Some folks even call them a witch, but no one can deny their dedication and conviction to complete the journey over and over again at their ripe old age.

- **Traits:** Unyielding, feisty, forgets new people.
- **Motivation:** Make it back home to their pet cattypillars, and do it all again next year.

QUESTS

THE SHRINE THIEF

A mushrum rascal named Durgo is hanging around the shrine and approaches you with a proposition. Distract the Shrinekeeper, and Durgo will lift some of the treasure lying around. It's just waiting to be taken, and you'll all make out like kings!

- The Shrinekeeper is no fool. They've definitely had their eye on Durgo the **THIEF** (L4-B). Any attempts made to distract the Shrinkeeper suffer Disadvantage, and if they aren't distracted, attempts to steal items suffer Disadvantage.
- The Shrinekeeper is a fierce **WARRIOR** (L8-C), so crossing them is a bad idea.
- The offerings at the shrine are the equivalent of an Ancient Hoard. But Durgo only intends to give the PCs *Mundane* items and Copper 🪙, if they can get away with it.

ESCORTING THE ELDCAP

The venerable Eldcap Oobra'doo'bee has recently made their 392nd consecutive yearly pilgrimage to the shrine all the way from the eastern Fungal Jungle. After a few days of paying their respects, it's time to head back home. Trouble is, Eldcap Oobra sprained their leg on the way in, and now it's going to be very hard to make it home by themself. Would you fine, strapping adventurers help out an old mushrum and escort them all the way to the other side of the Fungal Jungle?

- Eldcap Oobra's home is in Hex 34.18, a journey across the entire region. How they make it without succumbing to the environment is unclear at first.
- Oobra often forgets who the PCs are exactly, which should prompt them to repeat who they are and their relationships to each other.
- The first time there is a random encounter with an Adversary, Eldcap Oobra (Attack:+2, Defense:+2, Courage:15, Dread:1d8) displays their **WITCH** abilities.
- If the PCs escort them all the way home, Eldcap Oobra invites them to stay at their place for as long as they want. They also give each of the PCs a random potion.

DOWN WITH THE MUSHRUM KING

Word has come that the Darkshroom Clan is on the move, and they are close. They intend to topple the shrine's statue of the Great Mushrum King, an act of malice and terror. This would be a declaration of war to most mushrums and a mighty blow to the psyche of the Fungal Jungle community. The Shrinekeeper calmly asks if you would be willing to risk life and limb against the evil mushrums.

- A horde of evil Darkshroom **MUSHRUMS** (15xL2-G, 4xL4-B, 1xL6-C) arrives in just two hours. They make sure to attack the shrine from four sides.
- As an ally, the Shrinekeeper (Attack:+2, Defense:-2, Courage:20, Dread:1d10) is fierce. They never flee and will die if the horde overruns the area.
  - If the horde succeeds, the tower is toppled and shattered. The cult takes all the treasure and defaces the rubble with black and red paint.
- **HEROIC TITLE ACHIEVEMENT:** Successfully defend the shrine from Darkshroom attackers.
  - ***Defender of the Mushrum King* ♕.** Once every Combat, PC can call upon the might of Myko'morga'megalo'mungus and attack twice in a round for 2 rounds.

Sporespire

Hex 6.10. The biggest, tallest, single mushroom in all of Eem, Sporespire looms over the jungle like a lanky giant swaying in the mist. But the mist is actually a constant cloud of spores, as the giant toadstool tree puffs out plumes and plumes of spores over the landscape. It's believed that Sporespire, along with Sporewell Valley (p165), are the primary proliferators of the Fungal Jungle, and that the mycelium of Sporespire spreads out beneath the entirety of the region.

LOW VISIBILITY

Due to the spore clouds, all visibility is murky in Sporespire's Hex cluster. Perception and Search Checks suffer Disadvantage.

THE HERMIT'S HOUSE

Aside from its ecological importance, Sporespire is home to an enigmatic figure, an aged mushrum magician hermit by the name of Izz'rama'dee'looma. Organic stairs, carved out of the mushroom's stem, wind up to the cap, five hundred feet above, where the magician lives. Tucked away in the gills, they have just enough room for a spartan living quarters and an apothecary lab filled with potions, mushrooms, herbs, books, and scrolls.

Izz has every Herb Component and potion in the *Core Rulebook* and *The Underlands Sandbox*, 10 random Books, and 10 random Spell scrolls. They won't sell them, but they'll trade or give them as rewards.

WHAT'S GOING ON

- Unbeknownst to even the Izz the wizard, Sporespire is slowly being corrupted by the Darkshroom Clan. Their grand plan is to spread their corrupted spores all over the Fungal Jungle.
- Izz the wizard could be a great help in combating the darkness of the world, but historically, they have chosen to remain impartial.

RUMORS

- A hermit magician lives in Sporespire, and they should be avoided at all costs.
- Strange, smokey spores seem to be emanating from Sporespire these days.

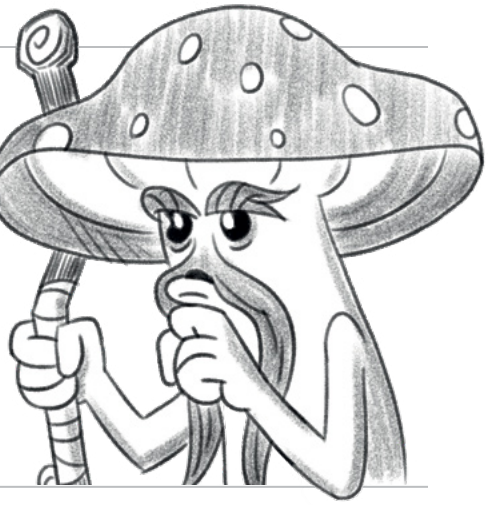
OUTBOUND RUMORS

- A gnome named Toodlebee in the Toadstool Forest could be a useful ally.
- The Shrinekeeper at the Shrine of the Great Mushrum King is getting old and could use some help, although they probably don't agree.
- Darkshroom Tangle is a perilous place, but the fiends at Darkshroom Lair must be confronted eventually.
- The witches at Boon Witch Grotto are unorthodox but their power should be respected.
- A bloodthirsty vampire dwells somewhere on the Great Undermountain.
- It's only a matter of time before another apex zarakna'rawr asserts itself and becomes a scourage on the land.
- Many of the eldcaps of Mycelior believe themselves to be infallible, but there is corruption in their ranks.

IZZ'RAMA'DEE'LOOMA

Spoken of by mushrum parents to frighten their mushlings, the magician of Sporespire is something of a legend in the Fungal Jungle. Just by virtue of their complete disregard of mushrum society, Izz is unlike other mushrums, choosing to live a hermit's life. Few have laid eyes upon them over the last long years, and sightings have become rarer and rarer. But every now and then, desperate folk disregard the warnings and seek the advice and expertise of the strange, old, mad mushrum who dwells at the top of Sporespire, even if there is always a price to be paid.

- **Traits:** Reclusive, unsociable, speaks in riddles.
- **Motivation:** Chronicle the histories and only intervene if necessary.



QUESTS

SPREADING THE SPORES

Pulsing black veins have spread up the stem of Sporespire, and a subtle, foul stench is in the air. Izz is at a loss as to what's happening. But even Sporespire's spores seem to have changed, becoming like ashy smoke. Something must be done about this before the Fungal Jungle is polluted with these strange spores.

- Investigation reveals that Sporespire's roots, its mycelium, have also turned black and purple, and **DARKSHROOMS** are growing everywhere underground. Izz makes sure to elucidate that this points to corruption by the Darkshroom Clan.
- After many years of spreading its mycelium, the Darkshroom Clan has finally put a stranglehold on the roots of Sporespire, corrupting its spores. If nothing is done, Sporespire will eventually become a sickly Darkshroom tower and spread its evil spores across the Fungal Jungle.
  - As the mushroom that generates the most spores across the entire region, this would eventually corrupt most of the Fungal Jungle to become like Darkshroom Tangle (p154).
- The only way to solve the problem is to stop the corruption at the source in Darkshroom Lair (p174), either by slaying Annulus the Evergod or destroying the mycelium around the lair.

THE MAGICIAN INTERVENES

Izz the magician rarely interferes with the affairs of folk, not only because they detest conflict, but also because they fear the allure of power. This is why they keep to himself. But there comes a time when something must be done, and Izz must make their presence known again. There is a great evil lurking in the Underlands—something sinister and nameless but for a strange moniker: the Neverwas. It rides on the wind and creeps into the brain. Izz is afraid that it has already started to corrupt folk in the Fungal Jungle. But certainly it has spread to more populated places. Go to Mycelior and investigate if there is evil afoot.

- This leads to the quests **Shadow of the Coomaster (p135)** and **The Shadows Within** (p129) in Mycelior.

COMPENSATION FOR COMPONENTS

Izz the magician always needs more Herb Components for their alchemy. For every 10 Herb Components, Izz will let you choose one of the following rewards:

- Use their *Magic* toadstool paragliders to fly on the spores across the Fungal Jungle. They fly 10 Hexes per Travel Turn, up to 20 Hexes before they must land.
- 1 Spell scroll
- 2 potions

Points of Interest

The Broken Railway

Funded and built by Dungeoneer Academy (p72), the Fungal Jungle Railway was an ambitious structure that only remained in operation for a few years, allowing for field trips to the northern part of the Fungal Jungle. The project faced many architectural challenges, but no one foresaw that a *fungiformus tyrantula*, otherwise known as the dreaded **ZARAKNA'RAWR**, would literally derail the structure. Now, the railroad abruptly terminates where the zarakna'rawr smashed into it, destroying hundreds of feet of tracks. Academy maintenance engineers have installed a bumper to stop the train before the gap and rope ladders so passengers can descend down to the ground. But the cost of rebuilding the railway is just too high for the school.

RUMORS

- Dungeoneer Academy is looking for investors to fund the expansion of the railway through the Fungal Jungle.
- A Dungeoneer Academy student got separated and lost from her group and a search party is still looking.
- Mushrums are gathering around the Broken Railway in protest of outsiders invading their homeland.

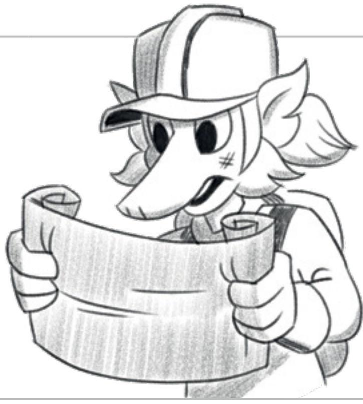
OUTBOUND RUMORS

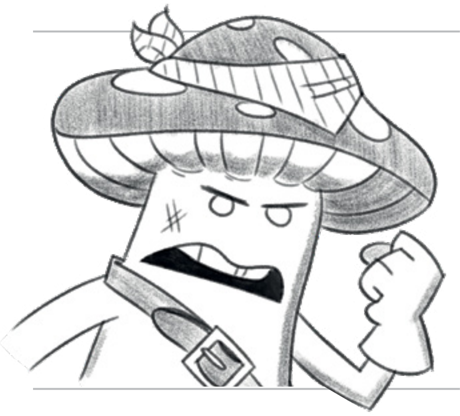
- The Shadowcap Brigade is recruiting new mushrum members who want to keep out outsiders.

ENGINEER AGNIS EEKER

Overseeing the construction of the Dungeoneer Academy sputter-train lines, Eeker is an expert engineer with degrees from the best colleges in Shrym. She had high hopes of revolutionizing transportation in the Mucklands, but her dreams kept getting diverted by circumstance, until she decided that working for the premier school for adventurers in Eem would bring her the most satisfaction.

- **Traits:** Idealist, technical wizard, says "uh" several times a sentence.
- **Motivation:** Expand the railway across the Fungal Jungle.





LORDO'NUBA'GABA'TRON

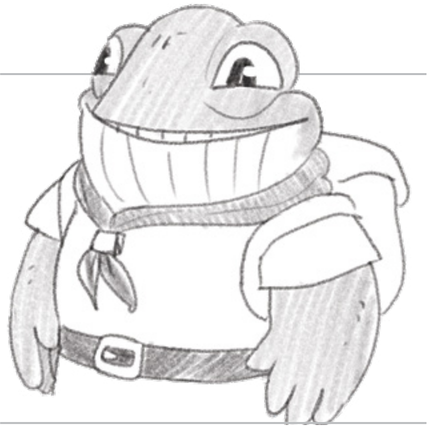
Originally from Far Village, Lordo has rallied alongside like-minded mushrums to fight back against the invading outsiders who wish to explore and exploit the Fungal Jungle. They call themselves the Shadowcap Brigade and their numbers are swelling. Ironically, Lordo answers to a wug **WITCH** named Gork (p115) who helps mastermind the organization, as mushrums are not naturally inclined to be non-conformists.

- **Traits:** Militant, uncompromising, shouts everything.
- **Motivation:** Keep the Fungal Jungle free from outsiders.

YESPA FINWEATHER

A young whalen student who attends Dungeoneer Academy. She is very successful in the classroom but quite clumsy when it comes to expeditions in the field. However, Yespa is made of sterner stuff than her classmates realize.

- **Traits:** Resourceful, precocious, talks with a lisp.
- **Motivation:** Survive the wilderness and find her way back to her classmates.



QUESTS

THE ANGRY PROTESTERS

Now that a direct link from Dungeoneer Academy to Mycelior has been established, students and professors make frequent diplomatic trips to the city. Many mushrums love this, but a disgruntled faction that hates the influx of outsiders in the Fungal Jungle has gathered near the Broken Railway to protest. They have even started to become violent. Engineer Eeker needs help clearing away the protesters before the next students arrive.

- The protesters are a group of **MUSHRUMS** (L4-G) led by Lordo'nuba'gaba'tron (L4-B) calling themselves the Shadowcap Brigade. They are adamant that allowing outsiders to visit and settle in the Fungal Jungle will lead to the destruction of the ecosystem—just like how everything played out in the Mucklands.
  - The protesters are being influenced by a **WITCH** named Gork (p115) who is organizing their efforts, but they ultimately answer to a mysterious mushrum named Rek (p115).
- The **MUSHRUMS** carry crystal weapons and attack anyone that encroaches upon their space. If the students arrive and the **MUSHRUMS** still haven't left, things get out of hand as the Shadowcap Brigade tries to destroy the railway and the sputter-train.
- If Gork learns that the PCs are meddling in their affairs, he sends more **MUSHRUMS**—or his **BOGSNAPS** (p117—to stop them.

THE LOST STUDENT

A Dungeoneer Academy student named Yespa Finweather went missing recently on an expedition into the Fungal Jungle. Her classmates say they all split up to find food after their supplies got spoiled, and that she was supposed to meet them at the Endless River (p156). But Yespa the whalen never returned to camp. The academy professors have put together a search team but can use all the help they can get.

- Tired and hungry, Yespa Finweather fell into a mushrum pit trap, where she injured her foot. Ironically, the pit trap was meant for a man-eating **GURBLEPIG** who then found Yespa in the pit. Yespa barely escaped, blindly running into the Crystal Caverns (p152).
- Investigation reveals her muddy footsteps heading to a crystal cave in Hex 13.14. But the **GURBLEPIG** (L5-B) attacks the PCs on any random encounter.
- Yespa Finweather can now be found in the Crystal Caverns in Hex 11.15. She has hunkered down in a small cave using her academy survival skills to catch vermin and warm herself with the nearby lava.
- Yespa and the professors are ecstatic if she is found. But the gurblepig returns to fight if it hasn't been defeated.

REBUILDING THE RAILWAY

Engineer Agnis Eeker had big dreams for the Dungeoneer Academy sputter-train railway. But they were smashed along with the railway. She had hoped that one day the tracks could span across the entire region. But now, they can't even get enough funding to fix what was destroyed. She believes a Fungal Jungle railway would benefit everyone. Perhaps you would be willing to help put together a proposal and approach one of the Big Three companies—or maybe even ask the royal Gargoons for funding.

- The money required to fund a railroad through the Fungal Jungle is astronomical. The project needs assistance from a corporate or royal benefactor. But they have to be convinced that it will be worth their while. That means profits. Currently, they view the region as an impenetrable mess with no financial promise.
- If the railroad project gets underway, protestors who believe a new railroad degrades the beauty of the jungle will push back. The investor will call in the PCs to solve the situation.
- The Mushroom Maze is impenetrable, but other routes across the jungle are potentially viable. Treat a railway extension like a new sputter-tram line from Thurf Station (p79) or Dungeoneer Academy (p72) that costs Gold ⛁ to use.

The Palace of the Mushrum King

Hex 11.14. Beneath the Fungal Jungle, within the Crystal Caverns, beyond the amethyst palisades and great lavafalls, rise the prismatic walls of the Palace of the Mushrum King. Once the home of the great Mushrum King, Myko'morga'megalo'mungas, its vast halls of shimmering crystals and glassy stones have long laid unattended. Many rumors and tall tales persist among the mushrum folk regarding the palace's fate. Although its true history has been mostly lost to the passing of the ages, many believe it to be both hallowed and haunted, as well as laden with treasure.

WHAT'S GOIN ON

- Mushrums have not dwelled in the palace for ages, and they have even forgotten its location. In the long, long years since the reign of the Mushrum King, a kingdom of chromadytes rose here. But they were eventually destroyed by the great Zarakna'rawr of the Mushroom Maze.
- Now, a dragon and giant inkpot spider feud in the inner sanctum of the palace, while adventurers explore the grounds for the first time.

RUMORS

- Ever since some students at Dungeoneer Academy stumbled upon the ruins of the Mushrum King's palace, adventurers have been flocking to explore it.

PALACE OF THE MUSHRUM KING DUNGEON

LEVEL 1

AREA 1: THE GLIMMERING RAMPARTS

Prismatic walls terminate at a huge stone door decorated with an emblem of a mushrum with a crown atop it. Amethyst palisades rise to razor-sharp points. The rumble of roiling magma echoes over the smooth surface from some deep, unseen place.

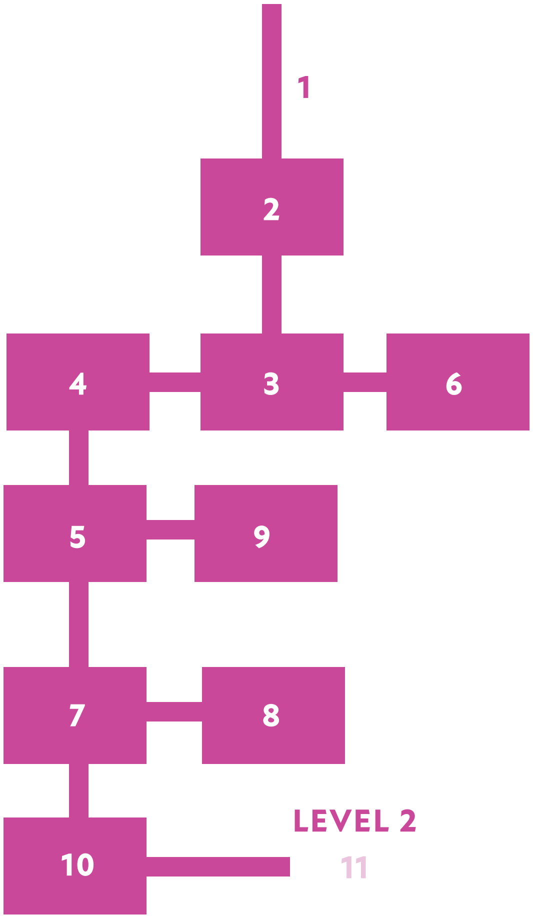
- A small herd of **QUOBS** (L2-B) meander about, rooting through fungal scrub looking for food.
- The large stone door blocks the way into the palace leading to Area 2. The door has no handle, no keyhole, and no other obvious access method. The door can be pulled open if at least 4 characters make successful Might Checks.
  - Search Check: There's a secondary entrance, hidden along the amethyst palisades. This entrance leads to Area 3, but it is guarded by a crystal golem (as stone **GOLEM** L5-B) that asks the PCs a simple question: "What is your business in the home of the Mushrum King?" The golem will deny entry to anyone who lies or admits that they want to loot the palace, and it will stop anyone who tries to muscle in.
- Checks to climb the palisade wall suffer Disadvantage, but an aperture to Area 4 can be reached with 3 successful Checks.

AREA 2: THE HALL OF SHIMMERING LIGHT

Brilliant shafts of light reaching all the way from the Overlands spear through skylights in the ceiling, reflecting off the crystal walls and casting beams of *Magnificent* shimmering colors all over the vast chamber.

- The chamber is divided into areas bathed in green light, blue light, or red light. Narrow spaces devoid of light exist between the colors.
  - Disrupting the light triggers a trap:
  - The green light triggers poisonous gas from the floor.
  - The blue light triggers electric bolts from the ceiling.
  - The red light triggers a huge hidden door that opens, flooding the chamber with **GNASHFLIES**.
    - The skeleton of an adventurer alongside an Old Hoard is behind the hidden door.
  - It is possible to avoid the lit areas with a Nimbleness Check at Disadvantage.
  - The exit to Area 3 glows a warm amber color.

LEVEL 1



AREA 3: THE AMBER FALLS

An enormous frozen waterfall of solid amber stands within this towering cavern. The golden hues cast pale yellow light over a checkered floor made from obsidian and snowy quartz.

- The Amber Falls are pocked with cracks and pits where chunks of the material have fallen to the ground or were picked free by brave collectors. Within the amber, there are dark spots in the shape of **SKEETERS**.
- A low buzzing sound comes from high in the ceiling where a group of **SKEETERS** (L3-B) have impossibly escaped their prisons.
- There are two doors leading to Area 4 and Area 6.

AREA 4: THE HANGING FANGS

The exit on the far end of this rocky, dome-shaped chamber is carved in the shape of a cragnark head, with two massive stalactites for teeth. The hall leading down the cragnark's throat glows with orange light.

- The cragnark's crystal eyes seem to track anyone who comes near.
- Search Check: A hidden portcullis hangs behind the stone cragnark's fangs, ready to snap shut on anyone the stone cragnark sees who tries to pass into the lit exit (Area 5). If the eyes of the cragnark are distracted or can't see someone passing through, the trap is inert.
- A skeleton lies in pieces at the entrance to the glowing chamber. Its bones are scattered as if it were completely crushed. In the skeleton's hand is a *Magnificent* axe [slash].
- There are several rounded boulders that look to have broken free of the walls. They are movable and could block the portcullis from closing.

AREA 5: THE TWINKLING FOUNTAIN

A small fountain made from a brilliant blue geode that twinkles like a star lies in the chamber beyond the Hanging Fangs.

- The fountain's water perfectly reflects the geode. Every so often a sparkle shoots across the water, just like a falling star. If, by chance, a PC makes a wish on one of these stars, a **NEVERWERE** (L7-B) takes a form inspired by the wish, bursts from the water, and attacks.
- There is a pouch-worth of Ancient 🪙 shining in the water. However, taking them makes the chamber shake and shudder, revealing a monstrously huge, blind **GELPIE** (L3-C) who demands retribution for stealing all of its wishes (true or not). The gelpie is flanked by a horde of **NEVERWERES** (L7-G).
- One exit leads to Area 7, and one to Area 9.

AREA 6: THE CRYSTALLINE GALLERY

A maze of gorgeously carved crystal sculptures, each underlit by bioluminescent mushrooms and fungi. Occasionally, rocks clatter from the ceiling and echo throughout the gallery.

- There are dozens of sculptures, in various states of wear. Three are in good condition:
    - A life-sized dragon, perfect but for its missing wings and tail.
    - A mushrum warrior holding a great sword that glows blue with bioluminescent fungus.
    - A huge **CHROMADYTE** (L2-C) wielding a two-handed crystal axe the size of a tree trunk. The chromadyte statue is actually alive, simply inert and resting. If anything in the room is touched, moved, or disturbed, it will awaken to defend its domain.
- The floor is littered with crystal grit and chunks from crushed or worn-down statues that have been pummeled by years of rocks falling from the ceiling.
- This chamber is a dead end.

AREA 7: THE LODESTONE CORRIDOR

The colorless walls and ceiling of this chamber are built from slabs of rare earth lodestones that are charged and naturally magnetic.

- Anyone wearing or carrying metal is pulled toward the lodestones (Might Check to resist/ pull free). On a 5-, suffer 1d6 Dread and get stuck to the walls or ceiling.
- The exit to Area 10 and a lever that makes the lodestones inert are on the side of the room opposite the entrance.
- There is a hidden trap door in the center of this room, marked only by a pencil-thin seam in the floor. This hidden door leads to Area 8.

AREA 8: THE ANTECHAMBER (SECRET)

A pitch-black room with no discernible features other than a pile of weapons, armor, and gear likely collected from equipment that was discarded in the Lodestone Corridor.

- When opened from Area 7, the polarity of the antechamber repulses metal instead of attracting it like the Lodestone Corridor. A switch hidden on the side of the door frame deactivates the magnetism.
- Inside, a pile of debris contains 1d4 random *Magnificent* weapons, 1d6 random *Mundane* weapons, and 1d6 random *Mundane* armor pieces.

AREA 9: THE ADAMITE STUDY

A once-*Magnificent* chamber with tall shelves carved directly from a giant, green cluster of adamite, this royal study was once home to one of the greatest libraries in Eem.

- No books survived the passage of time and the slow devouring creep of **FUNGHOULS** covering the shelves and walls—no book, save one. Perception Check: At the top of a **FUNGHOUL**-covered shelf is a book with a crystal cover:
  - *The Log of Grand Tyka'mana,* who was the wizard of the Mushrum King's court. Gain Proficiency in Ancient Underlands History.
- One of the shelves is unstable, but reaches all the way to a skylight that gleams with faint light. Inside this skylight there is a hidden hovel, where a hermit moledwerp called Hugo the Small dwells. Hugo is currently climbing up the skylight, digging in an attempt to reach the surface.
  - If the PCs speak to him, he gets distracted and falls. Hugo lives here all alone, working on a new tunnel to connect the Underlands and Overlands. He can't remember why he chose this place, but he must have thought he had a good reason at some point. Hugo the Small won't join the PCs but will warn them to avoid the Moonstone Dome, saying, "Treasure or not, it ain't worth gettin' perished!"

AREA 10: THE CALCITE HALL

Pale yellow and white stone, smooth as glass, is shaped into a pentagonal chamber. A low hum of energy vibrates the floor and walls ever-so-lightly.

- There are decayed cushions and carpet along the floor. The colors have faded, but the yellow-white calcite walls almost glow. A sense of peace washes over all who enter this hall.
- Camping in this place is comfortable, granting +3 to Cooking and healing.
- Beyond the hall, a hundred stairs lead up to Level 2.

LEVEL 2

AREA 11: THE GARNET GATE

Blood-red stones honed into spikes seal the way to the inner palace of the ancient mushrum kingdom. The gate is a hundred feet high and closed but for a vast crack leading into a garnet-speckled foyer.

- A battle is taking place here. A dweorg with a warhammer fights off a pair of **CHROMADYTES** (L4-B), who seem to be getting the upper hand.
- Kydar the dweorg is a brave miner, but he has been wounded and needs help. He has come here in search of his sister, Kyla, a dungeoneer who disappeared after embarking on an expedition to study the Palace of the Mushrum King.
- Passing through the gate leads to Area 12.

AREA 12: THE WELL OF STONES

Stone benches overlook natural crystal formations in this beautiful, sparkling garden of multi-colored crystals and gems.

- Stone paths meander around what at first glance looks like a pool of water, but is actually a well full of millions of glittering blue stones.
- There are 1d12 Elemental Components scattered around.
- The blue Well of Stones whispers and shifts at the touch, glittering in the light. Beneath the rocks is a trapdoor to a tunnel that leads to Area 8.
- A bundle of papers has been left behind along one of the paths—field notes taken by Kydar's sister Kyla.
- The paths converge to an exit to Area 13.

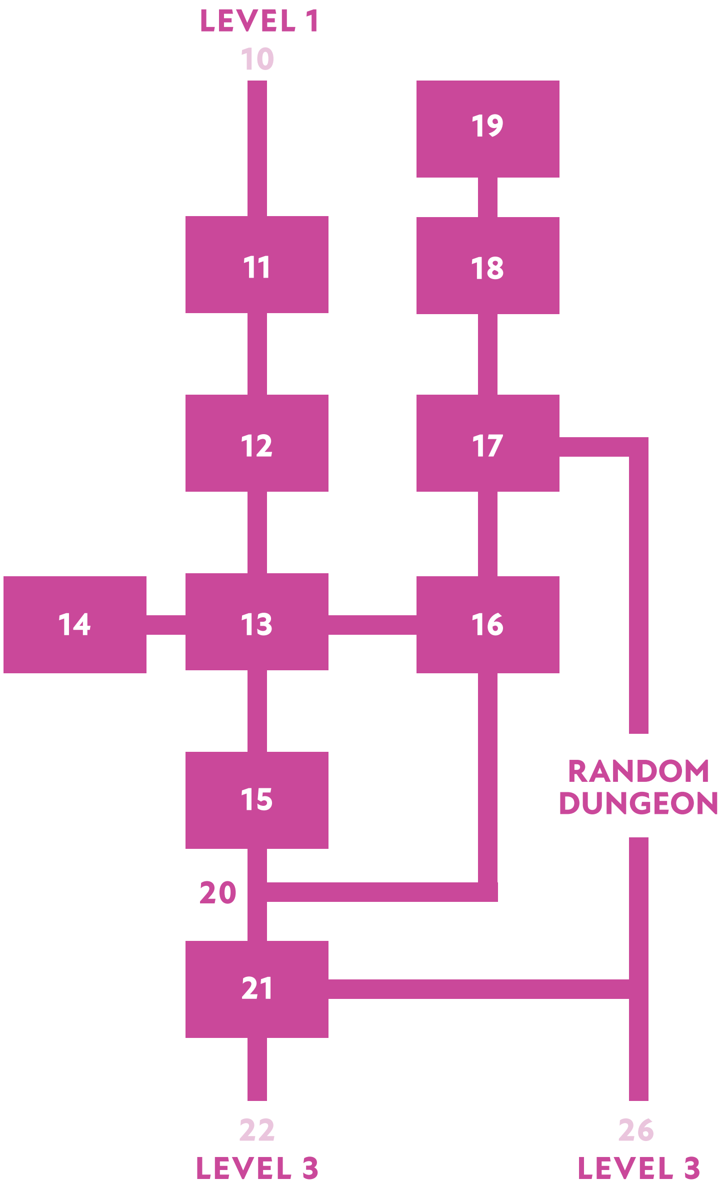
AREA 13: THE MOONSTONE DOME

Broken crystal pillars reach to the high ceiling which, over long years, has partially collapsed, forming stalactites. Vines and roots invade the area.

- The ruinous fragments of destroyed **CHROMADYTES** litter the ground, their powdery remains shimmering with many colors all at once.
- Strange webs stretch from stalactites and shattered dome fragments that have fallen from above. The structure is still awe-inspiring even in its dilapidated state.

- The webs are populated by clutches of throbbing eggs. Many of the more sturdy strands look to be actually keeping the Moonstone Dome from collapsing further. If severed, the whole place might crumble.
- A **ZARAKNA'RAWR** hatchling (L2-C) lurks in the dark above.
- At the far end of the chamber, a bundle of webs is wiggling. This is Kyla, bound up and waiting to be eaten by her captor. If he is with the PCs, Kydar will immediately attempt to save her, foregoing any sneaking, unless stopped.
- There are 3 exits out of the chamber:
  - The west door leads to Area 14.
  - The east door leads to Area 16.
  - The north archway leads to Area 15.

LEVEL 2



AREA 14: THE VERANDA SERENE

A crystal door opens to an exit chamber where glowing sea-green crystals grow from the walls like spikes.

- On the other side of the door is a sliding tile puzzle that's been solved, showing an image of a crown sitting atop a mushroom.
  - If the door is closed and someone attempts to reopen it, the portcullis across the room shuts, and the walls and spikes start closing in. Make a Tinker Check to redo the sliding tile puzzle, or everyone must Defy Death when the spikes converge.
- A raised portcullis across the room leads further into a passage where veins of silver and gold shimmer. **SILVER ORE** and **GOLD ORE** can be mined here.
- A secret crystal door exits to a serene veranda overlooking a chasm and a plunging lavafall. This area is completely safe.

AREA 15: THE SHAKEN MINARET

Beyond the ruins of the Moonstone Dome, a narrow bridge leads to a slender, leaning tower. Like the dome before it, it looks like the ceiling has collapsed, nearly knocking the tower over.

- Outside the tower, the path is covered with **GOBBLESTONES** and discarded bones.
- Within the tower lies a small library with crooked paintings of mushrums on the wall. These paintings are harmless **PHANTASMS**. They ask the PCs why they've come, who they are, when they will be leaving, etc.
  - One painting of a particularly chubby mushrum requests that the PCs rehang them in the Throne Room. When this happens, all the other paintings ask to be rehung as well. Each is a 3 Slot item, and they will all continuously ask pointed, personal questions so long as they are with the PCs. In return for being rehung, the paintings grant +1 to Perception and Search while in the Palace of the Mushrum King.
- The tower exits onto a bridge that starts to crumble under the PCs' weight. It will fall away more quickly if the paintings are being dragged along. The bridge leads to Area 20.
- Kydar and Kyla will endeavor to leave the Palace of the Mushrum King after this encounter, thanking the PCs for any help provided. Kyla shares her notes about the palace:
  - There is a fearsome **YETI** that lives in the Cold Tunnel.
  - Kyla believes there must be treasure at the bottom of the Lost Earthworks, Abandoned Mine Shaft, or Gem Quarry.
  - There is a mushrum named Rodo, who is not to be trusted, skulking about the palace.

AREA 16: THE MIRROR MARKET

This was once a small indoor market of sorts. Overturned carts, wagons, and tables rot from disuse. There are shattered mirror fragments everywhere underfoot.

- The whole chamber hisses almost like a snake. The mirror fragments on the ground reflect throngs of skittering, hissing insects on the ceiling. They appear to be panicked and fleeing.
- If the PCs linger, a hatchling **ZARAKNARAWR** (L2-C) springs from a crack in the ceiling and roars.
- There is an Old Hoard here.
- There are two possible exits: a winding crystal passage that leads to Area 17 and a cold, drafty crystal hallway that leads to Area 20.

AREA 17: THE LOST EARTHWORKS

A large ramp made from tightly packed soil spirals down a dank hollowed-out chasm with an earthy, musty smell.

- Likely an abandoned project to expand the palace ages ago, the earthworks were dug entirely by hand. Ancient mounds of mud are stiff with mushrooms and other fungal growths. Huge, stone boulders rest against the walls.
- There is a huge borehole at the bottom of the chasm. Tufts of fiber are strewn about, the wooly hairs of a **KING DELVER**.
  - The critter is away, but following the tunnel west leads to the Shimmering Shar after 3 days' travel in normal terrain.
  - Following the tunnel east, a **RANDOM DUNGEON** leads to Level 3: Area 26.
- Following the spiral ramp leads to Area 18.

AREA 18: ABANDONED MINE SHAFT

The great Mine of the Mushroom King was once a vast staging area to venture into the Crystal Caverns.

- There are mining carts, tracks, and even an ancient conveyor.
- The remnants of a recent camp are here, with tents, beds, a substantial fire pit, and a crate of 6 Normal Rations stamped with the letters SPL. This would be a good place to rest.
- Mining carts filled with 1d12 Elemental Components rest on crooked tracks that look to have been bent or broken up.
- There is a tunnel exit and a mining track that stretches over a great fissure in the earth.
  - The tunnel takes a day's travel to reach a dead end with an Old Hoard.
  - The mining track leads to Area 19.

AREA 19: THE GEM QUARRY

Rickety wooden catwalks and centuries-old rope bridges criss-cross shafts of colorful gems that glow in torchlight. Seemingly bottomless falls and infinite ceilings echo with every word and footstep.

- The catwalks are narrow and precarious. Failed Nimbleness Checks result in suffering 1d6 Dread.
- A group of **WINKY SPOILERS** (L6-G) crawl on the walls ready to snatch metal items within reach of their long tongues.
- Pulley systems with platforms, easy enough to access from the catwalks and rope bridges, line the walls. Some are in better shape than others, but all are functional.
- PCs who descend the shaft using the pulley systems are attacked by a group of **EYEBATS** (L4-G). At the bottom of the quarry, several skeletons of humans and goblins lie amid a group of **WAILING WOES** (L5-G).
  - Buckets of tiny rubies worth 5 pouches of Gold sit on the ground among the bones.

AREA 20: THE COLD TUNNEL

Frigid air betrays the breath of those who traverse the tunnel. Its tight, claustrophobic walls narrow the deeper one travels. Ice forms in crystal patterns on the rocky walls.

- A **YETI** (L8-B) has taken up residence in this tunnel, wading through the drifts of shimmer snow that are pumping from millions of tiny subterranean vents.
- Lore Check: The tiny vents all over the tunnel were specially built to circulate freezing air from the Shimmering Shar—a defense, to protect the far end of the tunnel.
- The end of the Cold Tunnel leads to Area 21, but is blocked by the yeti hovel. Various critters are frozen upside down from the hovel's ceiling.

AREA 21: THE GLITTERING CATHEDRAL

The chamber's ceiling is so high that it cannot be seen by the naked eye. Drifting lights float in the distance above. The smell of cinnamon permeates the entire room.

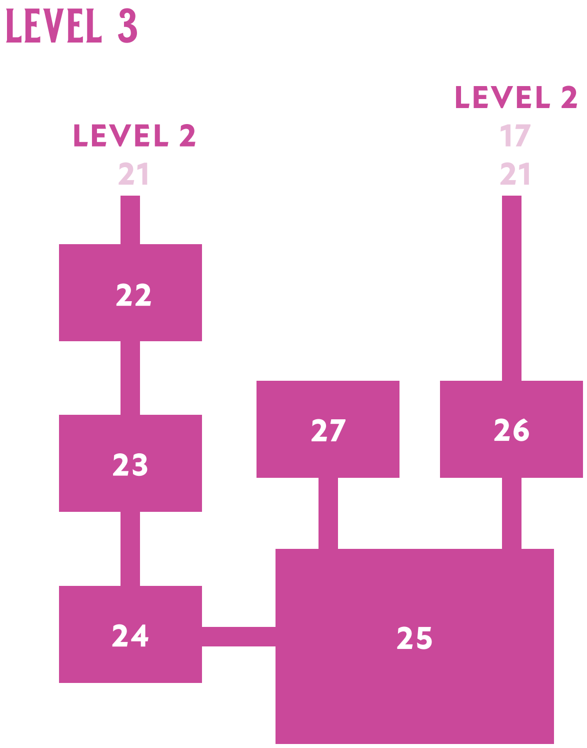
- The walls of the chamber are lined with carved stone shelves and cubbies that contain all manner of *Mundane* items, 1d12 of which are still in decent condition.
- Lore Check: This chamber, once referred to as the Cathedral, was a place where mushrum royalty displayed oddities they had collected from the Overlands above.
- The lights drifting above are a swarm of **LIVING LANTERNS**. They cause a commotion about a hundred feet up as they carry away a mushrum pilgrim, named Poko, who calls out for aid.
  - Poko came to the Palace of the Mushrum King to retrieve a token for the Shrine of the Great Mushroom King (p139). If saved by the PCs, Poko suggests they each take a token. Poko offers to accompany them to the shrine, where they can leave the token as tribute and receive a boon as a blessing.
- A grand archway and stairs lead to Level 3: Area 22.
- Search Check: a hidden passage behind the wall glows green with emerald gems, leading to Level 3: Area 26.

LEVEL 3

AREA 22: THE CRYSTAL HEART HOLD

Crystal inner walls have eroded to ground level, revealing a beautiful garden courtyard. Crystal minarets rise between overgrown patches of toadstools.

- One of the crystal minarets is teetering as a group of **SLAGMUNCHERS** (L8-G) devours its foundation.
- A sickly green ooze dribbles from a massive drainage pipe. The grate, which leads to Area 23, has been chewed up by the slagmunchers who dwell inside.



AREA 23: THE DRIPPING CESSPIT

The drainage pipe leads to a foul cesspit where rotten toadstools churn in a pool of muddy filth, fed by stinky drippings from the cavern above.

- Realms Check: There may be some kind of Mucklands manufacturing facility above, polluting this chamber.
- The chamber has several exits which lead to a **RANDOM MAZE**. The Maze Hazards are:
  - 1: **SLAGMUNCHERS** (L8-G)
  - 2: **WINKY SPOILERS** (L6-G)
  - 3: **MUCKMAN** (L3-B)
  - 4: **CLUNCH DRAGON** (L4-C)
- At the end of the maze there is a stairway leading up to Area 24, but it is blocked by a **GARGANTUA** (L8-C) so large that only their eyeball is visible. The creature is bored and intrigued by the PCs. It demands to be entertained by a story or it will try to pluck them out of the pipeline and eat them! If pleased by the story, it will let them pass, eying the PCs as they go.

AREA 24: THE DIAMOND COURT

For those emerging from the cesspit of the drainage pipes, the diamond court is a breathtaking sight. White gems gleam in the dark ceiling like stars, underlit by the pale yellow glow of bioluminescent toadstools. Rotten tapestries hang like flags down a vast hall, leading to a glittering glass staircase.

- Frescos line the walls, telling several ancient stories from Eem's history.
  - Fresco 1: A mighty mushrum king wields a glowing, blue sword against a host of **LORGADS** marching from a pit in the earth.
  - Fresco 2: A golden city burns, surrounded by a sea of skeletons, hundreds of which hold aloft a great, black, stone palanquin atop their breaking backs. A ghastly skull-faced figure sits atop it in a chair guarded by warriors masked and robed in black.
  - Fresco 3: A great and terrible dragon blasts a mountain city in half with a gout of red fire.
  - Fresco 4: A two-headed snake man raises their hands to the sky while seven gleaming eyes stare out of a cloud of ash and smoke.
  - An arched door is at the far end of the hallway, where black, gooey threads hang in the shape of a great web. This leads to Area 25.

AREA 25: THE THRONE OF THE MUSHRUM KING

Inkpot spiderwebs cover most of what must have once been a great and resplendent throne room for a mighty kingdom. The crystal shines despite the dark webs that stretch between the emerald pillars and ruby dome.

- Hanging above the throne, a gigantic **GIANT INKPOT SPIDER** (L9-C) rests in a black web, its eyes gleaming at the PCs in surprise. He clears his huge throat and demands that the intruders prepare for obliteration, only to cough and wheeze and reply, "Ah, forget it! I'm too old for all that nonsense…"
- The spider calls himself King Kath'nath and has claimed the Palace of the Mushrum King for himself, mostly to get some sleep and avoid all the racket. However, King Kath'nath is not the only being to have claimed the palace. There's a usurper who challenges the King's domain: a **DRAGON**, just as old and huge and lazy as the King.
- King Kath'nath demands the PCs oust the dragon if they wish to leave this place with their lives. Suddenly, hundreds of **INKPOT SPIDERS** skitter out of the cracks in the ruby ceiling.
  - Parleying with King Kath'nath suffers Disadvantage, because he's old and cranky. On a Failure, the King has his horde of **INKPOT SPIDERS** (L1-G) attack while he sits back and watches.

- The dragon is located in the Treasury (Area 27) below the Throne Room—the second door the the left, next to the bathroom—which King Kath'nath invites the PCs to use. The King also offers something to drink or maybe a snack, revealing themselves to be quite amicable and hospitable despite threatening the PCs' lives.
- The first door to the left leads to Area 26.

AREA 26: THE EMERALD EGRESS

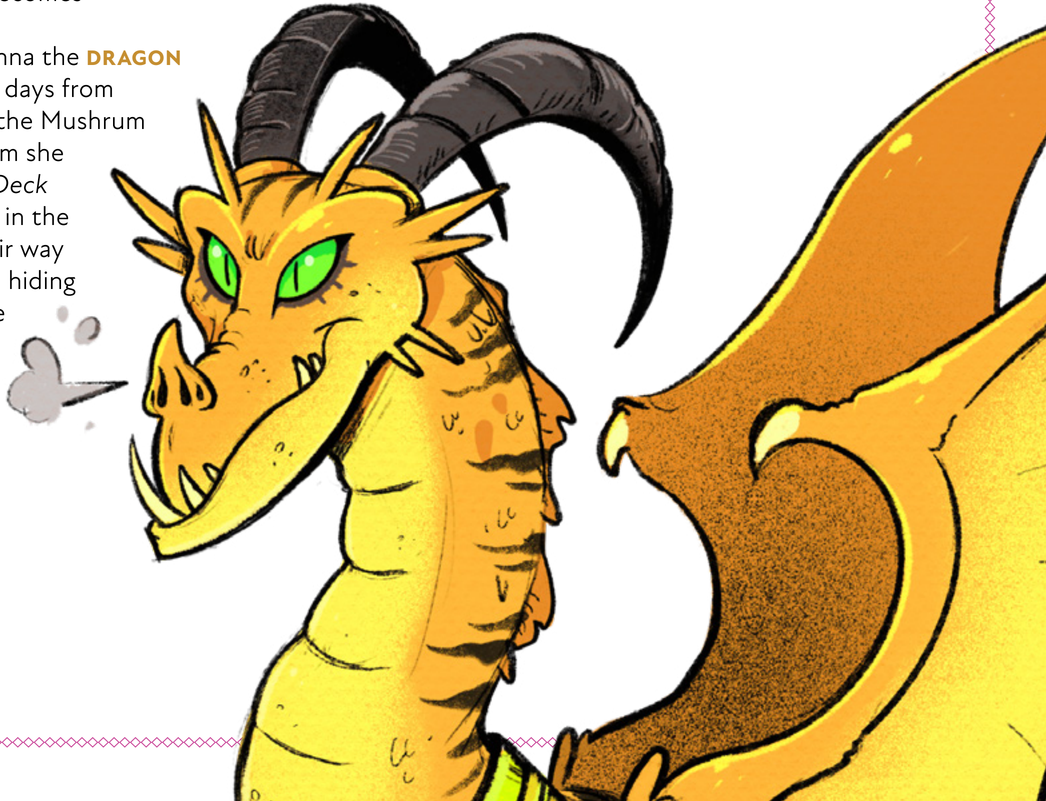
The domed hall is lit by a green, wagon-sized stone in the ceiling. The PCs' footsteps echo off the marble floors, their great square tiles mortared with gold.

- A shattered wall reveals what would have been a secret passage. This gleaming green egress is made from solid emerald. The passage leads all the way to Level 2: Area 17.
- A pair of pickaxes and shovels sit at the base of the shattered wall.
- A statue of a mushrum pouring water into a dry fountain is missing its head.
- Hiding in the corner, behind the broken statue head of a mushrum, is a real **MUSHRUM** (L5-B) called Rodo. They managed to take the special hidden passage and are on a quest to uncover the treasure of the palace, unaware of either King Kath'nath or the dragon. But Rodo is game to join the PCs and use them as a distraction anyway.
  - Rodo is a thief searching for a very particular item, a *Relic* called the *Deck of Dealing* which is in the treasury.
    - *The Deck of Dealing*. Deal with any situation by drawing a card. 10 Charges. Use 1 Charge to give +1 or -1 to anyone's roll before or after it's rolled.
  - Rodo must roll a +2 Sneak Check to steal the item.
    - If they fail, Queene Fyranna becomes angry and vengeful.
    - If they succeed, Queene Fyranna the **DRAGON** discovers the missing *Relic* 30 days from now and leaves the Palace of the Mushrum King looking for the PCs, whom she blames. She will demand the *Deck of Dealing* be returned. Rodo, in the meantime, will have made their way to New Delve City and will be hiding out at the Pit Street Exchange (p17), trying to hit it rich!

AREA 27: THE GREAT TREASURY

Wisps of smoke curl on the floor as a red doorway leads to a sparkling treasury. Coins gleam beneath the glowing gaze of a hundred-foot-long yellow-gold **DRAGON**.

- The dragon's emerald eyes peer into the PCs' souls, its mouth red with fire, teeth white as ivory and as long as spears. It says with a deep, guttural growl, "Sigh. Did that damn spider send you? What's he on about now?"
- The **DRAGON** (L9-C) calls herself Queene Fyranna and seems to know everything about the PCs. The Queene sighs, too tired to burn the PCs alive, instead complaining about the unnecessary power struggle between herself and King Kath'nath. She's not sure why he even cares that she is here, since he doesn't need treasure. She, on the other hand, isn't ashamed to say that she craves the stuff as most dragons do.
- Queene Fyranna offers the PCs a proposal. Convince the spider to leave, or let Fyranna be, and she'll allow each PC to fill their hats, so to speak, with treasure. This is equivalent to each PC getting an Old Hoard.
- *The Evercap* (p122), a golden mushroom with restorative properties, is here, but Queene Fyranna does not want to let this go. PCs would have to bargain for it or steal it.
  - *The Evercap*: 1d20 Usage Die. A bite of the *Evercap* can do one of the following:
    - Save a character that just died.
    - Heal a **WOUND** and restore a character to full Courage.
    - Restore youth and vitality to an old, ailing person, adding 1d100 years to their life.



Zones

The Crystal Caverns

A series of tunnels and passages made entirely of colorful crystal formations that glimmer with an inner light, the Crystal Caverns stretch for miles beneath the Fungal Jungle. Largely unexplored for the past several hundred years, the caverns used to be inhabited by mushrums. After all, the area is home to the Palace of the Mushrum King, the former castle of the Great Mushrum King. But all great empires fall, and although no written records elucidate what happened, the caverns were eventually overtaken by **CHROMADYTES**—creatures made of crystal that guard the zone.

The Crystal Caverns are not depicted on the map, but the zone is outlined in the facing diagram. There are only a few known entrances to the Crystal Caverns in Hexes 11.15, 13.14, and 15.15.

MODIFIERS

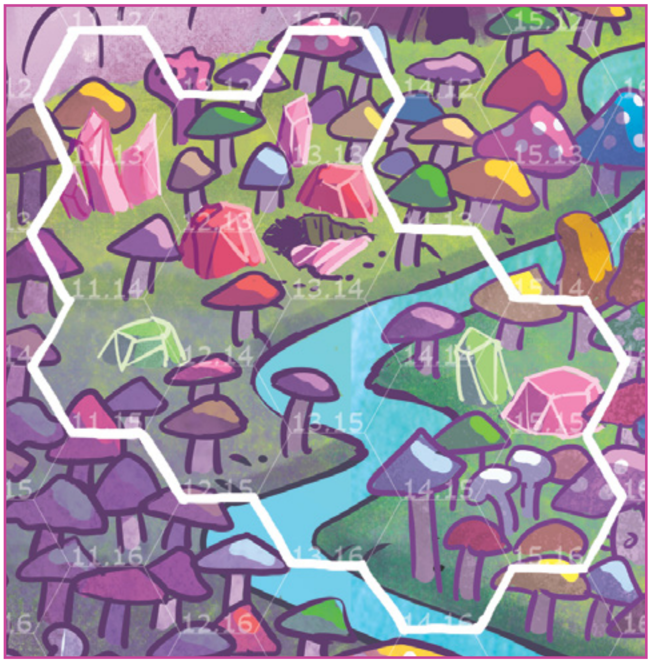
- -1 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE CRYSTAL CAVERNS	
1	**CHROMADYTES**
2	**CHROMADYTES**
3	**KALEIDOSCORPIONS**
4	**MAGMAR**
5	**STALAG MITES**
6	**DUNGEONOUS CRABS**

RUMORS

- The Crystal Caverns lie beneath the Fungal Jungle, but few have ever explored their depths.
- Aggressive chromadytes attack anyone that enters the Crystal Caverns.
- Great treasure lies hidden within the Crystal Caverns somewhere beneath the Fungal Jungle.



WHAT'S THERE

CRYSTALS GALORE

An incredible variety of crystals are found in the Crystal Caverns, many of which are quite large, having been tended by **CHROMADYTES** who help them grow. Reds, whites, pinks, purples, yellows, oranges, greens, and blues all sparkle in a shimmering dance of light. Some of the tunnels and passages of the Crystal Caverns are so reflective and shimmering that walking through them is completely disorienting. To compound the danger, many of the crystals jut out from the walls like swords and spears. One wrong step could mean a clumsy adventurer's demise.

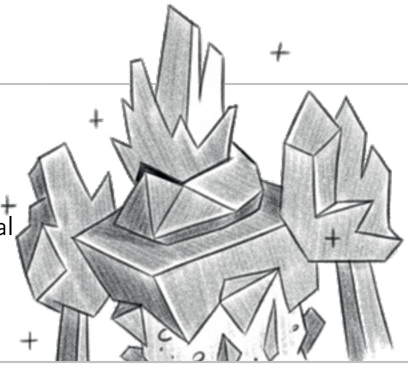
On a Bump in the Road, PCs must also make Nimbleness Checks to avoid suffering 1d6 Dread from sharp, pointy crystals. If 2 or more PCs fail, a group of **CHROMADYTES** (L3-B) emerges to protect the environment.

Gather Materials

Any Elemental Component found in the Crystal Caverns also has the **[crystal]** Trait, which adds **[light]** for weapons, **[mirrored]** for Armor, and **[valuable]** for Tools.

THE CRYSTALFORK RIVER

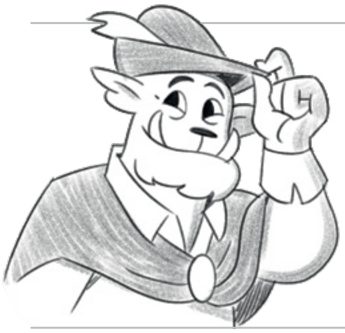
A river of lava bisects the Crystal Caverns, snaking through the crystal passages, ultimately terminating in a lava fall that empties into a wide chasm beneath the Palace of the Mushrum King. **MAGMAR** dwell in the lava and are often at odds with the local chromadytes.



KRKK, WATCHER OF THE CAVERNS

Steward of the crystals and impartial observer, the **CHROMADYTE** called Krkk is a towering, pink creature of smooth crystal. They are not hostile toward intruders like their brethren. In fact, Krkk sees flaws in the other chromadytes of the Crystal Caverns, believing that they have lost their way.

- **Traits:** Patience of a tree, benevolent, voice like cracking crystals.
- **Motivation:** Bring peace to the turmoil of the Crystal Caverns.



BENETAR BOGWISE

This bugbear dungeoneer is following the rumors of treasure within the Crystal Caverns. With his shrym underling, Endorf, and a crew of tiny sputter-bots, Bogwise makes altogether too much noise. So far, that has drawn the ire of both mushrums in the jungle and chromadytes in the caverns. But Bogwise is pretty good with a sword, and he absolutely needs this win.

- **Traits:** Loud, willing to risk it for the biscuit, makes crude jokes.
- **Motivation:** Score some loot after losing everything in his divorce.

QUESTS

THE HIDDEN RELICS OF THE MUSHRUM KING

Benetar Bogwise read in a book once that there's supposedly a cache of *Relics* hidden in the Crystal Caverns. And, well, after his divorce from his wife, Benetar doesn't have a penny to his name. He took out a loan for the expedition, but things haven't been going too smoothly. Between hostile mushrums and ferocious chromadytes, Benetar and his little crew are going to need some help. The bugbear will cut you in on the score 50/50.

- The hidden reliquary of the Mushrum King is located in Hex 11.14. A successful Exploration Check leads to a **RANDOM MAZE** with the following Maze Hazards:
  - 1: **CHROMADYTES** (L3-B)
  - 2: **KALEIDOSCORPIONS**
  - 3: **DUNGEONOUS CRAB** (L6-B)
  - 4: Ekrak the **CHROMADYTE** (L7-C)
- At the end of the maze the reliquary is hidden behind a crystal wall dead-end. A depressible crystal in the wall opens the reliquary door. Inside is a Mythic Hoard.
- The way out of the Crystal Caverns is fraught with danger. Ekrak leads a group of **CHROMADYTES** (5xL7G, 2xL4-B) in pursuit of the PCs until they exit.

IN DEFENSE OF THE CAVERNS

After being driven out of the Palace of the Mushrum King some years ago by a great cataclysm, the chromadytes in the Crystal Caverns changed in demeanor, becoming aggressive and warlike. Krkk believes that chromadytes should be quiet observers, only revealing themselves when necessary. But in the Crystal Caverns, anyone who enters is considered an enemy. It pains Krkk that it has come to this, but the others do not listen to reason. They are led by one called Ekrak, an extremist who wishes for all other folk to perish. In return for stopping Ekrak, Krkk will reward you with precious crystals worth Ancient 🪙.

- Ekrak (L7-C) dwells not far from the Crystalfork River lava falls. They command hordes of **<CHROMADYTES>** in the caverns but surround themself with a group of loyalists (4xL7-G, 4xL7-B).
- Parleying with Ekrak suffers Disadvantage (-3). They hold a deep-rooted hatred for all folk, believing them selfish and destructive. But if the PCs are successful, Ekrak demands the PCs help the chromadytes retake the Palace of the Mushrum King.
- Krkk is not satisfied unless the defeat of Ekrak. If Ekrak isn't defeated, the Crystal Caverns become even more dangerous over time. Travel modifiers change to -3 Travel Checks and +3 Wandering Intruder Chance.
- **HEROIC TITLE ACHIEVEMENT**: Defeat Ekrak.
  - ***The Shattering Hand*** ♔**.** PC gains +3 Dread vs. **CHROMADYTES**.

Darkshroom Tangle

Avoided by most, Darkshroom Tangle is a dense, oppressive jungle, thick with blackish-red and sickly purple toadstool trees and black, sticky vines. Rank, putrid mushrooms dominate the underbrush, and worst of all, Darkshroom **CULTISTS** haunt the forest looking for their next victims. Despite all this, mushroom hunters still dare the dangers of Darkshroom Tangle because the picking can't be beat.

MODIFIERS

- -2 Travel
- +3 Wandering Intruder Chance

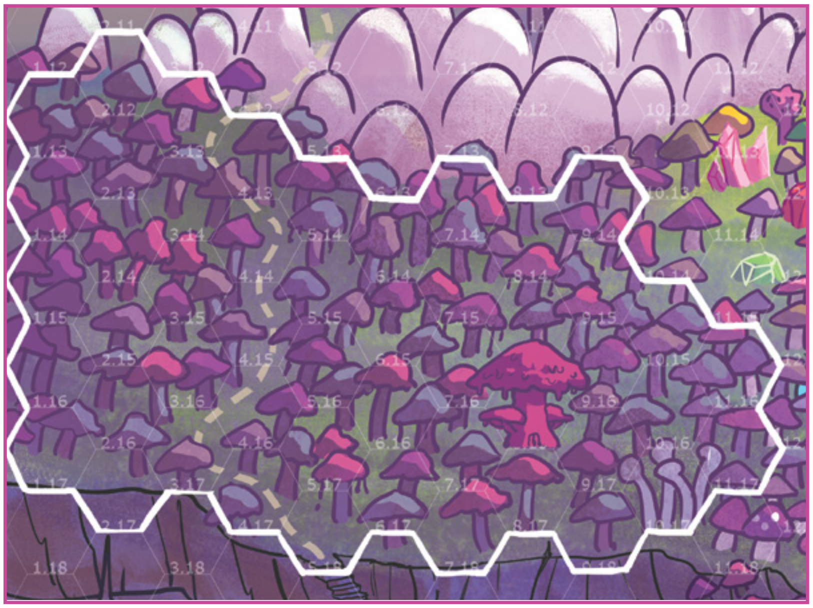
WANDERING INTRUDERS

DARKSHROOM TANGLE	
1	**FEARBOLG**
2	**BOGSNAP**
3	**SPORE COBRAS**
4	**CULTISTS**
5	**CULTISTS**
6	**FUNGHOULS**

WHAT'S THERE

STRANGLE VINES

Black, spiky vines spiral from the stems and gills of the forest's mushroom trees. These strangle vines are symbiotic creepers that catch prey, smothering like a constrictor, their spikes pricking and draining the prey's blood, leaving a dried husk when it's all over.



DARKSHROOM CLAN

These mushrum **CULTISTS** are everywhere in Darkshroom Tangle, patrolling to capture victims and defend Darkshroom Lair. On any Random Encounter, modify it to include Darkshroom **CULTISTS**.

PLENTIFUL MUSHROOMS

Because of the strangle vines, critters that eat mushrooms, like **GURBLEPIGS** and **SPONGOSAURS**, are not as prevalent. And since few venture into Darkshroom Tangle, there are many useful Components, ready to be picked. Picking Herbs gains Advantage in the Zone.

QUESTS

THE NAMELESS MUSHRUM

Deep in the heart of Darkshroom Tangle, a lost, confused mushrum stumbles toward you, like they are in a haze. At one moment they seem scared and needy in demeanor, while in the next they are visibly angered and frustrated. The mushrum oscillates between wanting to leave and wanting to "go back." In talking to them, you discover that they don't know their name or where they are from. Whatever is going on, they clearly need help.

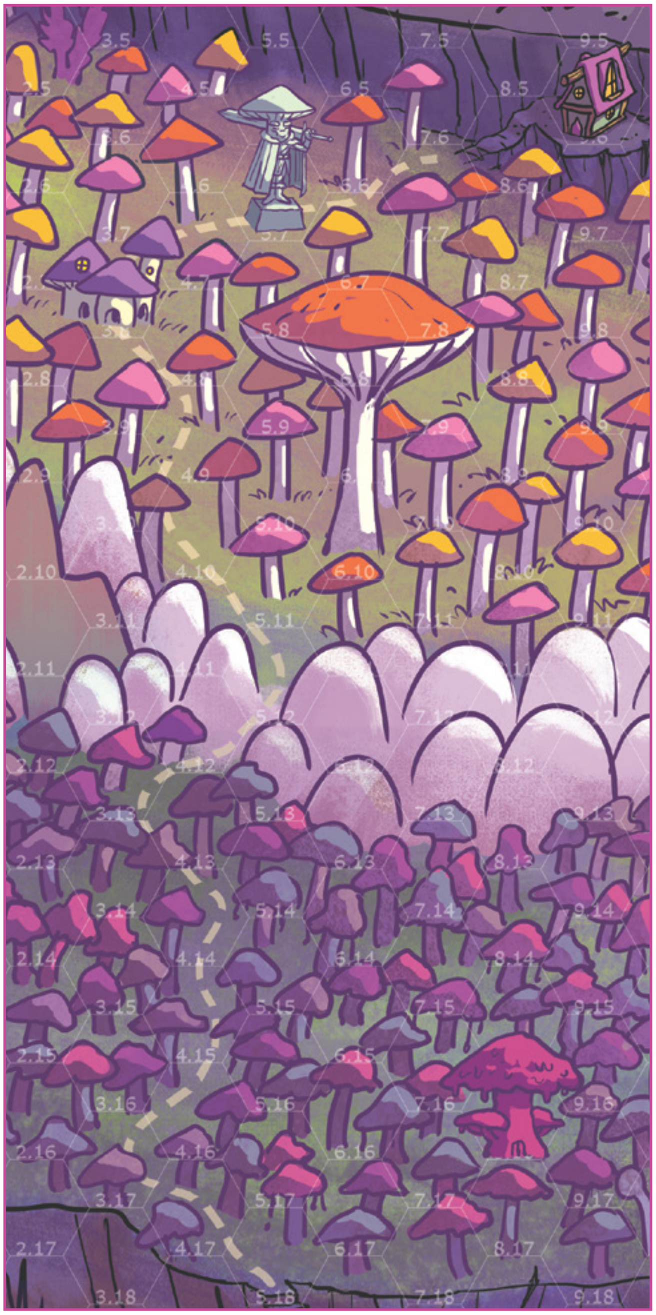
- The mushrum is a **CULTIST** who is struggling to break free of the Darkshroom Hivemind, an entity unknowable by outsiders. The mushrum's name is Soba'doo'bee'ax and they are from Far Village, but they won't remember that until they exit the forest.
- The Darkshroom Hivemind fears letting Soba'doo'bee'ax escape. It senses that the mushrum is between two worlds, and there is a possibility that Soba could remember and reveal secret information if the Hivemind's control is broken.
  - If the PCs attempt to escort Soba out of Darkshroom Tangle, groups of **CULTISTS** (L5-G) will repeatedly find and ambush them as they try to leave the forest in an attempt to kill Soba.
    - Additionally, Soba can't resist waking up during the night to head back to Darkshroom Lair.
  - If Soba makes it out of the forest, they not only remember their old life, but they remember enough details about Darkshroom Lair (p174) to provide the PCs with a rough map. Soba also knows that the Darkshroom Hivemind has a weakness: it preys upon its subject's fears, so if the subject blocks out their fears, then the Hivemind isn't as strong against them.

Dwrg’zag Road

A winding path forged by dweorg nomads, the Dwrg’zag runs north to south down the western side of the Fungal Jungle, where it ultimately connects with the Old Dwarf Road in the Shimmering Shar (p234). The Dwrg’zag runs through Darkshroom Tangle, which is notoriously dangerous due to marauding **CULTISTS**, but taking it is still safer than blazing your own trail.

MODIFIERS

- +0 Travel Checks
- +1 Wandering Intruder Chance



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WANDERING INTRUDERS

DWRG’ZAG ROAD	
1	**MUSHRUMS**
2	**CULTISTS**
3	**DWEORGS**
4	**SPONGOSAURS**
5	**CURDLE SNAILS**
6	**SLURPWORMS**

RUMORS

- Marauders attacking travelers on the Dwrg’zag Road are rumored to be cultists.
- Never stray from the road, or you’ll be snatched up by the fungal vines and lost forever.

QUESTS

DARKSHROOM MARAUDERS

On the way down Dwrg’zag Road, a wounded mushrum with arrows in their back falls to their knees in front of you. The mushrum, named Algo’walla’jee, pleads for help. They just escaped Darkshroom Lair, only to be pierced by the cultists’ foul arrows. But there are more like Algo’walla’jee still kept as prisoners. And there are more added and sacrificed every day! There is a young mushrum there—Algo’s offspring named Alga’walla’jee. Please, you must save dear Alga and the others. You must put an end to the treachery!

- Algo’walla’jee perishes without a cure for poison. Either way, they are in no shape for adventuring.
- The PCs are soon attacked by a group of Darkshroom **CULTISTS** (4xL3-G, 2xL5-B), some with poison arrows.
- Lore Check: Darkshroom Lair (p174) is the stronghold of the Darkshroom Clan, a growing group of evil mushrums that some say is controlled by an all-powerful fungal creature. Waltzing into the lair as low Level PCs would be a tall order.
- **HEROIC TITLE ACHIEVEMENT:** Save Alga’walla’jee from Darkshroom Lair.
  - ***The Rescuer*** ♕. Whenever the PC is on a quest to rescue someone, they gain +5 Temporary Courage. Once every session, gain Advantage on a Check made to save someone else from harm.

The Endless River

Winding through the middle of the Fungal Jungle, the Endless River is not actually endless. But in mushrum folklore, it is said that the river neither starts nor ends—it goes on forever. Not only that, but the countless streams branching off and cascading down into holes and tunnels below the main river, add to the perception of its infinitude. These offshoot rivers and streams feed into the Underdeep, complementing the river's actual end at the Fungal Falls, which plunge into Goraxia (p228).

MODIFIERS

- +1 Travel
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

THE ENDLESS RIVER	
1	**RYZOPHANT**
2	**BRINE BATS**
3	**CAVE OYSTERS**
4	**BANDY CLAMS**
5	**STYGOBITERS**
6	**SCUMSEERS**

RUMORS

- The mushrum known as the River Cap is a thousand years old and has a treasure trove of junk.
- A fish called the Ancient One swims up and down the Endless River, and spotting it brings good fortune.
- Scumseers are stirring up trouble in the offshoots below the main river.

WHAT'S THERE

THE MAIN RIVER

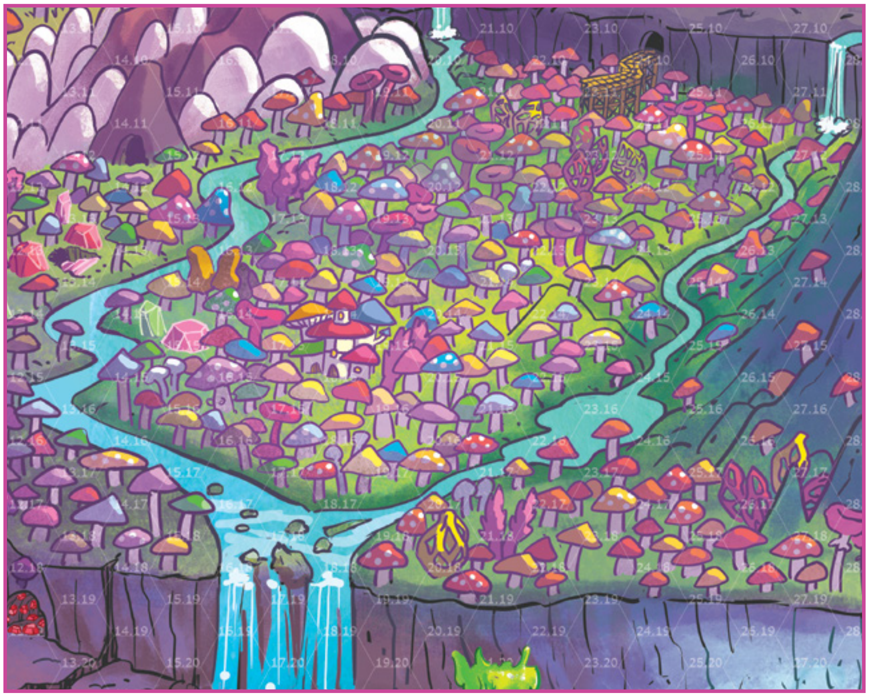
The waters of the Endless River are clear and pristine, completely safe to drink and full of fish. Mushrums consider the river to be a majestic source of life and would never dream to pollute or soil it for any reason. There is a white **RINDLE RAM** (L6-C) called the Ancient One who has lived in the river for as long as anyone can remember. Local mushrums treat the Ancient One like royalty and protect her from harm when possible.

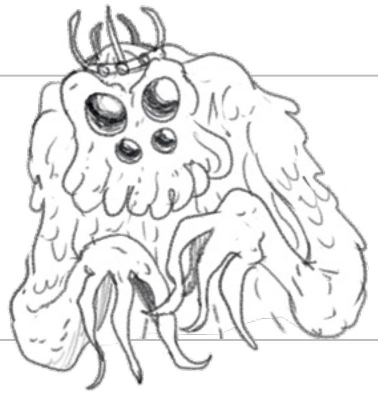
THE DISTRIBUTARIES

Below the ground of the Fungal Jungle, offshoots of the main river cascade down into smaller subterranean streams and lakes. Historically, the mushrums have considered these part of the Underdeep, although that technically isn't true. Down in these dark waters, **SCUMSEERS** flourish in great numbers, their warring clans engaged in intrigue and subterfuge.

THE FUNGAL FALLS

At the Endless River's end, a perilous waterfall spills into Goraxia (p228). Falling down the waterfall is certain doom.

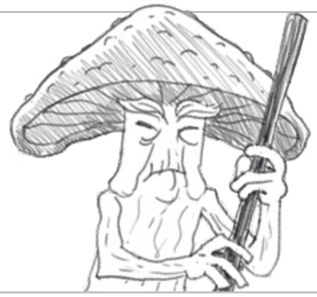




LORD THOGGLOG

Leader of a mighty **SCUMSEER** clan that dwells in the dark waters beneath the Fungal Jungle, Lord Thogglog views all others as pawns in his neverending crusade to lead his clan to domination. He has delusions of grandeur and believes that once his clan rises to the top, he will usher in an age of darkness upon the world.

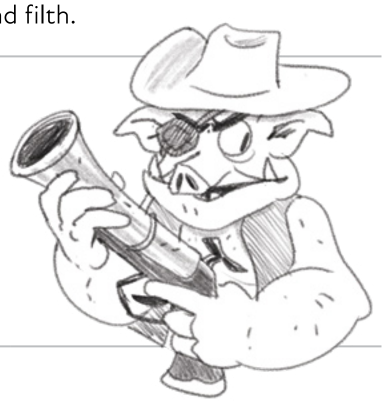
- **Traits:** Conniving, ruthless, gives delusional monologues.
- **Motivation:** Subjugate the other scumseer clans.



THE RIVER CAP

Called the Eld'cap'windi'wun in Mushrumese, the River Cap floats along the river on a three-pole skiff, netting the waters to keep them clean of any debris that flows in from the north. They keep to themself, camping on the banks at night and burning the trash from the day.

- **Traits:** Rarely speaks, always smiles, old man strength.
- **Motivation:** Keep the river clean of trash and filth.



PIGEYE

A one-eyed orch hunter, Pigeye has somehow found himself in the Fungal Jungle after hearing rumors about a humongous white fish. As a member of the Big Fame Hunters of the Mucklands (see *The Mucklands Sandbox*), he is looking for his first impressive score. He's had a lot of misses and mishaps, and bumbled more than a few golden opportunities, but what could be so difficult about catching a fish?

- **Traits:** Easily frustrated, a bit clumsy, squeals in delight.
- **Motivation:** Make a name for himself by returning to the Quagmash with a big kill.

QUESTS

THE SCUMSEER SKIRMISHES

In his recent travels, the River Cap has run afoul of **SCUMSEERS** on more than one occasion. It seems their endless skirmishes and battles are spilling out into the main river. The River Cap fears that if something isn't done, the scumseers will eventually take over the Endless River, soiling and sullying its pristine beauty. Go and confront the tentacled beasts and drive them away, and if you succeed, the River Cap will show you his secret hoard.

- When the PCs explore the Endless River and delve into its countless distributaries that cascade even farther underground, they encounter two warring factions of **SCUMSEERS**. One side (12xL6-G) is loyal to Lord Thogglog and will easily defeat the other side (8xL2-G) without PC intervention.
    - If the PCs helped the underdogs, Lord Thogglog sends more of his **SCUMSEERS** (8xL6-G) to confront the PCs.
    - If the underdogs win, they explain that Thogglog wants to conquer all of the Endless River. The other clans only wish to live sequestered beneath the main river.
- Lord Thogglog (L8-C) resides in an underwater sanctum in Hex 13.16. He believes he is the destined ruler of the Endless River. In exchange for the PCs help in defeating his rival clans, he'll promise not to invade the main river. Otherwise, Thogglog must be defeated to prevent his expansion.
- If the PCs solve the problem, the River Cap offers them an Old Hoard.

THE ANCIENT ONE

The River Cap is concerned about an orch hunting the river, looking for the sacred white fish known as the Ancient One. That fish must be protected at all costs. It would be a travesty if the Ancient One were slain for sport! Stop the orch, and the River Cap will part with some strange items that they have found in their travels.

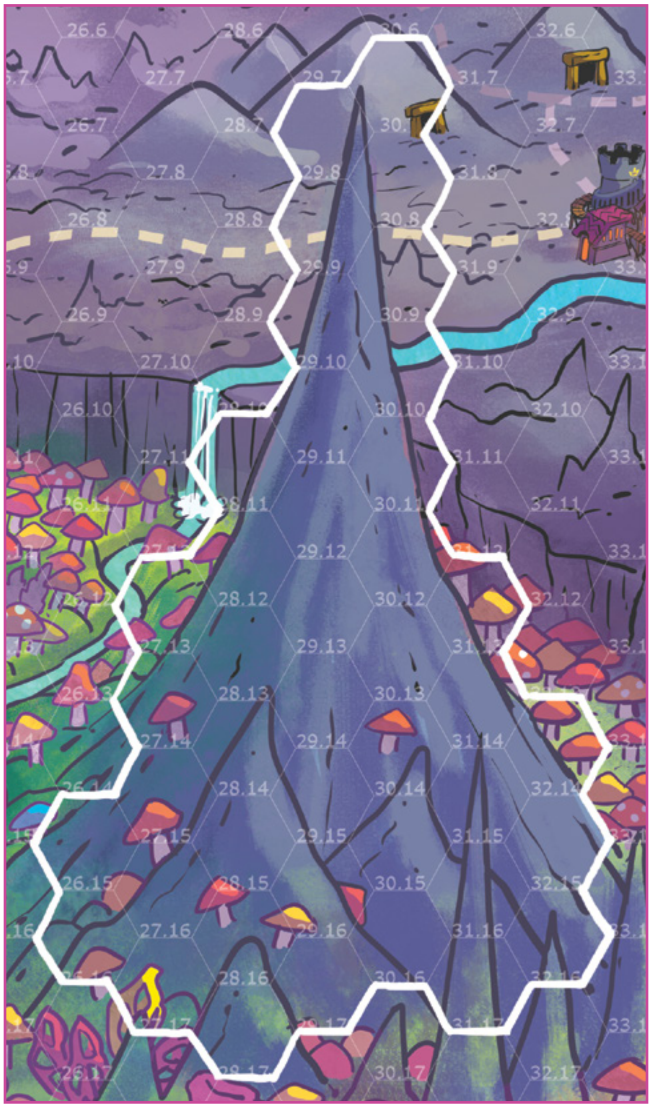
- Pigeye the **ORCH** (L4-B) is persistent if not very skilled. He is tracking the Ancient One, but the fish is quite elusive and is on to him.
- Currently Pigeye is traveling the river in the opposite direction of the PCs. When the PCs get into the same Hex as Pigeye, they can hear shots from his blunderbuss.
- Pigeye wants to gain notoriety among the Big Fame Hunters in the Mucklands. But he could be persuaded to hunt something else with proof of its existence and, perhaps, a little help from the PCs.
- Pigeye will fight the PCs out of stubbornness, but he isn't willing to die. If he's hurt badly, he'll squeal and flee, abandoning his mission.
- As thanks for saving the Ancient One, the River Cap parts with a rare comic book [precious], a tuba, and a *Magnificent* main gauche [parry].

The Great Undermountain

Looming over the landscape like a towering titan, the Great Undermountain is actually a gargantuan stalagmite, and the tallest rock formation in the Underlands. For generations, adventurers have traveled from across the land to delve and scale it, competing for the fastest time from bottom to top, then top to bottom again. The current record is held by the famous dungeoneer, Shane Shandar, who accomplished this feat in a record three days. In recent years, however, the mountain has been all but abandoned after numerous mysterious disappearances. Rumors say that the Undermountain is cursed, and locals tell tall tales of a monster that resides there, hunting any who attempt the climb.

MODIFIERS

- -1 Travel
- -1 Wandering Intruder Chance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WANDERING INTRUDERS

THE GREAT UNDERMOUNTAIN	
1	The Eater of Kings **VAMPIRE**
2	**EYEBATS**
3	**FEARBOLG**
4	**GHOST**
5	**NETHER BHARGS**
6	**SKELETONS**

WHAT'S THERE

THE SLOPE

The mountain is mostly barren and craggy, with the occasional abandoned delver camp. Many a hapless adventurer hoping to break Shane Shandar's record has gone missing, and there is evidence of a bestial creature having maimed and killed mountaineers. This is the work of the Eater of Kings, a **VAMPIRE** who now stalks the mountainside hunting and drinking blood.

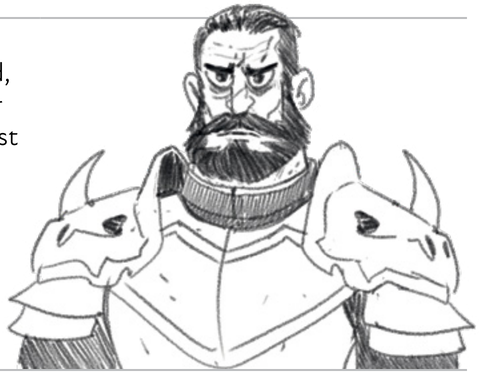
THE PEAK

A clearly marked entrance at the summit of the Great Undermountain leads inside the mountainous stalagmite. The tunnel network within is an almost completely vertical downward descent, so climbing gear is likely necessary.

The peak of the mountain also holds a strongbox dug up from the ground, the location of which is shown on the map found at the Lost Reliquary (p83). Unfortunately the key that was within the box (which opens the Lost Reliquary) has been stolen by the Eater of Kings, who keeps it in his hoard in Area 4 of the Pit of Bones.

RUMORS

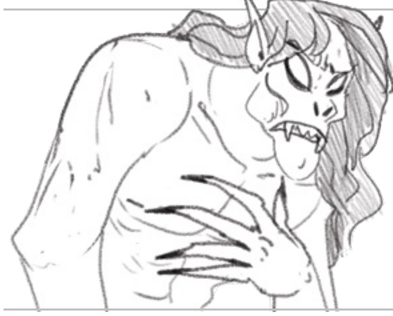
- Win fame and respect by completing the Iron Dungeoneer Challenge!
- Rex Rango might be more popular than Shane Shandar at this point.
- A regal-looking Felmog Knight has been wandering the Great Undermountain for some time now.
- A terrible, bloodthirsty monster haunts the Great Undermountain.



COUNT FERUS FERAR

Current master of the Felmog Order of the Iron Sun, the Count is a tall, broad, bearded man wearing shining silver armor. Plagued by a decades-long hunt for the vampire known only as the Eater of Kings, the Count has tracked the beast to the Undermountain and is ready to face it boldly. However, the Count is grim, haggard, and looks to be at the very brink of total exhaustion. Secretly, the beast is his father, and he is fearful that if he does not defeat it, the curse will not only be passed to him, but also to his daughter, Fera.

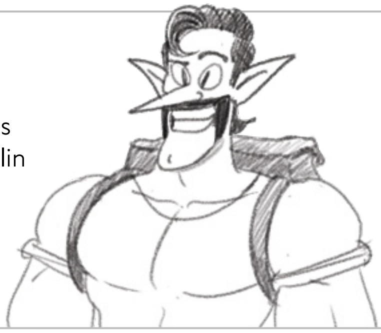
- **Traits:** Guarded, honorable, without pride
- **Motivation:** Slay the Eater of Kings.



THE BEAST, OR THE EATER OF KINGS

Once a mortal man, this monstrous, blood-drinking **VAMPIRE** (L9-C) now dwells upon the Undermountain. Living a ghoulish life of feasting on animals and gnawing their bones, the gaunt-yet-powerful creature seeks sustenance and sport. Many have come to slay him, but neither heroes nor princes nor kings have succeeded.

- **Traits:** Feral, easily enraged, holds a shred of humanity.
- **Motivation:** Devour to live, and hunt for sport.



REX RANGO

Some call him the poor man's Shane Shandar, others call him a mere thrill-seeker with suspect dungeoneering skills. But one thing is true about Rex Rango: he wants to be famous so he can sell lots of books. Musclebound and mustachioed, this goblin is more concerned with his personal image than making great discoveries.

- **Traits:** Braggadocious, uses a can of mustache wax a day, willing to risk his life for a good story.
- **Motivation:** Become more popular than Shane Shandar.

QUESTS

THE IRON DUNGEONEER CHALLENGE

The Iron Dungeoneer Challenge used to be a yearly competition covered in all the trade magazines. A dungeoneer could really make a name for themself by participating in it, so it's a shame that there hasn't been one in over a decade. But Rex Rango doesn't care if there are warnings to steer clear of the Undermountain. He has a mind to break Shane Shandar's record of three days, seven hours, and thirty six minutes to delve all the way to the bottom of the mountain. In fact, he's challenged a number of dungeoneers who have all shown up to participate. Do you have what it takes to compete?

- Inviting the other dungeoneers was partly a publicity stunt to get more attention to the revived competition. And it worked. Dozens of dungeoneers show up for the big day. But it's also Rex Rango's conniving plan to draw danger away from himself, as he is well aware something terrible lives in the mountain.
- The goal of the competition is to delve from the top of the mountain, down through the center, all the way to the bottom. Travel Checks suffer Disadvantage inside the mountain.
- On a Perilous Encounter, the **VAMPIRE** (L9-C) ambushes the PCs, or they hear the echoes of him attacking another competitor nearby (1-in-6 chance that it's Rex Rango).
- If the PCs reach the bottom of the mountain, make a Check to determine if they win the Iron Dungeoneer Challenge.
    - -1 penalty for each Perilous Encounter.
    - +1 bonus for each of the following circumstances:
        - They didn't have a Dangerous Encounter.
        - They didn't have a Perilous Encounter.
        - Rex Rango was unable to finish the race.
    - 1–2: Rex Rango or another dungeoneer wins, beating Shane Shandar's record.
    - 3–5: Rex Rango or another dungeoneer wins.
    - 6–8: The PCs win, but the vampire massacre overshadows the victory.
    - 9+: The PCs win and boost their reputation in the world of dungeoneering.
- **HEROIC TITLE ACHIEVEMENT:** Win the Iron Dungeoneer Challenge with a 9+.
    - ***Iron Dungeoneer*** ♔. PC gains the Endurance Proficiency.

A MATTER OF HONOR

Count Ferus Ferar, Master of the Order of the Iron Sun has forsaken his title in the distant land of Felmog and, with his most trusted bodyguard, traversed the Land of Eem in search of a beast. Rumor and legend tells of a vampire that dwells within the Undermountain, one that Count Ferus has sworn a vendetta against for murdering his father, the great Count Furon the Starsplitter, who once split a starfell meteor with a single stroke of his ancestral blade, *Sun's Edge*. Count Ferar does not fear the creature, but it is elusive and hard to find.

- Count Ferus doesn't share the full truth. His family was cursed by one of the Gloom King's Broken Circle sorcerers. The Eater of Kings didn't kill his father, Furon the Starsplitter. Count Furon is the Eater of Kings, having been transformed into a **VAMPIRE** (L9-C). If the Elder Count isn't killed, the curse will be passed to Ferus and then his daughter and heir, Fera.
- If the PCs learn the truth, Count Ferus also reveals that the Gloom King is aligned with the Order of the Black Candle. Eliminating the Order of the Iron Sun, who have long quarreled with the Black Candle, was an obvious move.
- The Eater of Kings has no memories of his life or pity for his son—or for anyone else.
- The vampire's lair is located within the bowels of the Undermountain in a maze of caves called the Pit of Bones.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the Eater of Kings.
  - ***Defeater of the King Eater* ♔.** PC gains +5 Dread against **VAMPIRES** and can't be turned into a vampire thrall.
  - ***Iron Sun Sworn* ♔.** Count Ferus Ferar owes the PC an immense favor from the Order of the Iron Sun.

THE PIT OF BONES

AREA 1: THE BLOODY CAVE

This dark cave stinks of dead things. A fetid slurry of dried and slick blood smears the ground.

- Blood is everywhere. Nothing grows: no fungus, no mold. A few bones are scattered amidst piles of shabby climbing gear and tufts of animal hair.
- There is a clawed, elongated humanoid footprint.

AREA 2: THE CAGES

Makeshift, bone cages line the pockets in the cave walls of the claustrophobic grotto.

- A boggart, called Gwendy, peers up from one of the cages and begs for help. She warns the PCs that the monster will be back any moment and that it keeps people in the cages to release them for hunts! Gwendy's companion Hank was released this morning and the beast is hunting him for sport.
- Perception Check: Stepping on the bones on the floor of this room creates a loud echo that carries throughout the caves, likely alerting the vampire.

AREA 3: THE HOVEL

Filth, grime, and detritus are piled nearly to the ceiling in a kind of disgusting maze. The walls ooze with unidentifiable muck.

- Grime covers the walls, the ground, and the piles of junk, erasing details.
  - Search Check: An empty scabbard, filthy at a glance, but actually of fine make is behind a rusty shield with an Iron Sun coat of arms.
  - A pile of ribs and femurs are collected in the corner in a pattern that would suggest a bed.
- Rats skitter through a tunnel just large enough to squeeze into, but it's tight. Inside the tunnel is an Old Hoard along with Ancient 🪙, a Felmog flag, a sword, and a key. The key opens the Lost Reliquary (p83).

The sword is Sun's Edge, the weapon of the late Count Feron the Starsplitter.

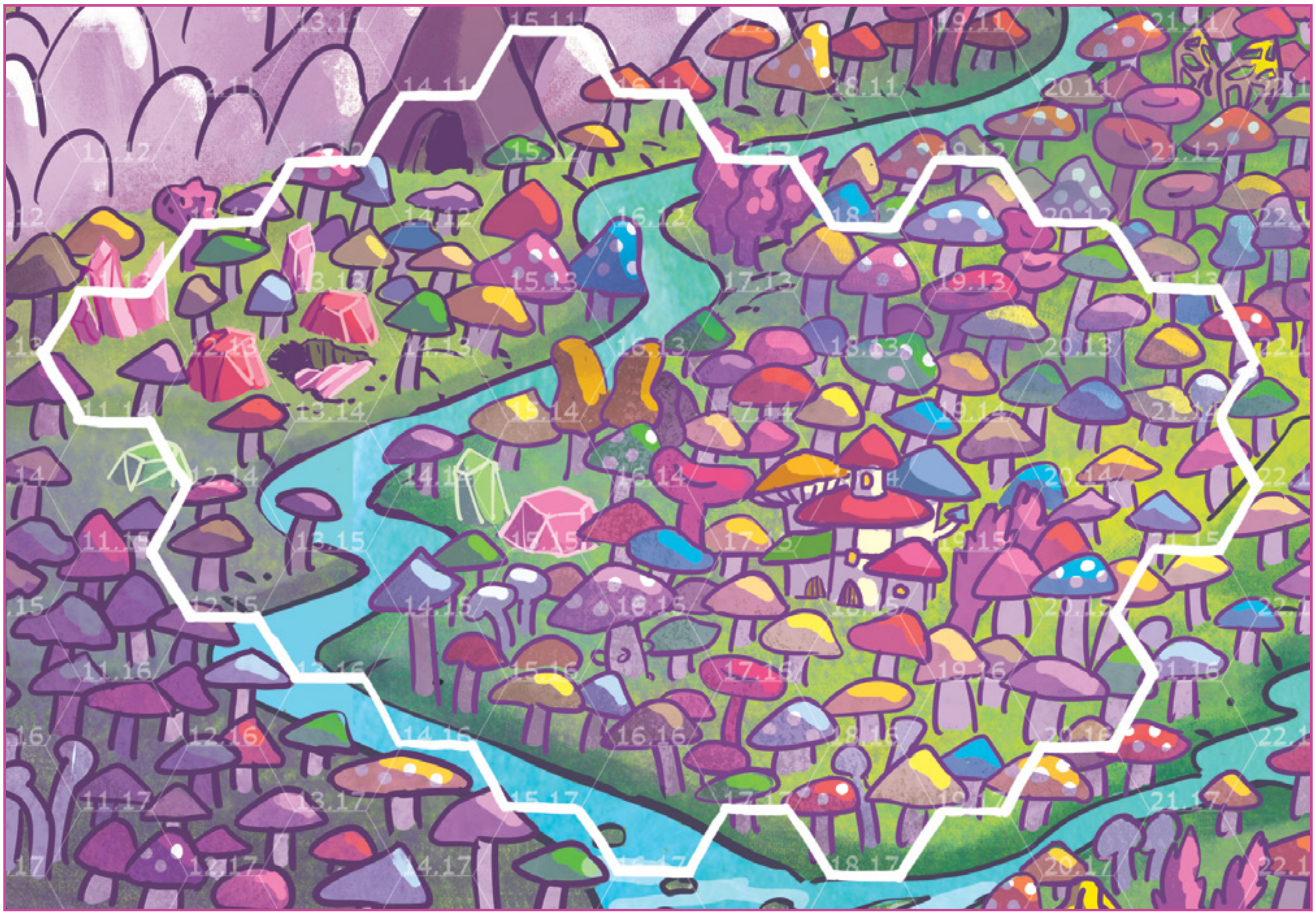
- *Sun's Edge*. Grants +1 Attack and +1 Dread. Grants +5 Dread against Undead, and Counterattacks count as Critical Hits against them. This blade was crafted by the Starfell Smiths of Maax in the Realm of Felmog, and it is the ancestral heirloom of House Ferar, the hereditary Lords of the Order of the Iron Sun.

AREA 4: THE BONE PIT

A shallow pit is filled with hundreds of skulls. Animals, people, and even large creatures.

- As the PCs enter, they will have only a few minutes before the **VAMPIRE** (L9-C) returns to place Hank's skull into the Bone Pit. If they stepped on the bones in Area 2, the vampire returns more quickly.
- There is a unique black skull in the pit. Anyone who holds it is -1 Courage, and an ominous voice whispers periodically to them, saying, "Fall with us…"
  - Lore Check: This is the skull of a **LICH**. Taking the skull also lures a **CACKLING SHADE** (L7-C), which follows the party and springs an ambush at an inopportune time. Should any **SORCERER** or **CULTIST** learn of the skull's existence, they will pursue the PCs to retrieve it.
- PCs suffer Disadvantage on Parleying with the Eater of Kings. He is keen to capture them and hunt them for sport, drinking their blood, and adding their bones to the pit, growling the words, "Your skulls shall all fall. All fall…" while acknowledging the black skull of the **LICH** grinning inertly.

The Mushroom Maze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An infamous, twisting labyrinth of fungal growth that spans miles and miles across the Fungal Jungle. Few who enter manage to make it out the other side. But in recent times, the lost city of Mycelior has been found within the maze, and ties with the reclusive mushrums have been restored. Still, traveling in the Mushroom Maze is extremely difficult and disorienting. Even the most seasoned mushrum guide must take great precautions. The native beasts are deadly, and the landscape is ever-growing and changing, altering routes and paths each and every day.

MODIFIERS

- -3 Travel Checks
- +1 Wandering Intruder Chance

PICKING HERBS

The Mushroom Maze boasts the greatest variety of mushrooms in any one zone. Picking Herbs here gains Advantage.

WANDERING INTRUDERS

THE MUSHROOM MAZE	
1	MUSHRUMS
2	GURBLEPIGS
3	SPONGOSAURS
4	SPORE COBRAS
5	FEARBOLG
6	ZARAKNA'RAWR

RUMORS

- Getting lost in the Mushroom Maze might as well be a death sentence!
- The mushrum city of Mycelior is nestled within the perilous belly of the Mushroom Maze.
- The rarest of all mushrooms can only be found in the Mushroom Maze.

TRAVELING IN THE MUSHROOM MAZE

Treat all Bump in the Road results as Lost. Use the following Random Encounter tables.

DANGEROUS ENCOUNTERS	
1	A long dirt trail built by mushrums winds through a mountain of mushrooms. Of particular danger are the zagnoth spores that sting if touched, inflicting 1d8 Dread. Mettle Check: On a 5-, the target is **PARALYZED**. **GNASHFLIES** infest the area and feed on **PARALYZED** prey.
2	A hilly, corkscrew tunnel rimmed with colorful toadstools. A lost **MUSHRUM** toadstool gatherer, called Keelo, is scared and needs help to get out of the Mushroom Maze.
3	A vast cavern covered in a giant web of mycelium. The dreaded zarakna'rawr once laid its eggs here, which are pulsing in clutches along the ground. Disturbing them hatches hungry juveniles (L2-C).
4	The Cluttercap Cavern, a cave where the ceiling and ground are connected by hundreds of narrow pillars of mushrooms called cluttercaps. Traveling here is like navigating a chaotic jungle gym populated with hordes of nesting **REEGALDEEKS** (L3-G).
5	An old stone bridge located between a narrow fissure at the base of two gigantic toadstool trees, named the Gnarlybells by locals. The place is inhabited by an ornery **TROLL** (L7-C) named Steadmun that hasn't had a proper toll paid in years. He likes food and items.
6	Lost **GREMLINS** (L5-G) who came into the Fungal Jungle as stowaways on a boat are pleased as punch to see the PCs…because they must have tasty technology!
7	A roving group of **SPONGOSAURS** (L4-G) tries to snag the PCs' food from their packs. If the PCs fight back, the spongosaurs attack.
8	A curious **SNAGBUNNY** hops behind the PCs as they travel. It tries to be cute, batting its eyes, rolling to get belly-rubbed, etc. If the PCs fall for it, a horde of **SNAGBUNNIES** (L4-G) emerges to attack.
9	Make a Nimbleness Check to avoid a pit trap covered by leaves. If anyone falls in, a patrol group of **MUSHRUM** (L5-B) hunters shows up, ready to get their quarry.
10	There's a terrible buzzing sound, and a cloud of **GNASHFLIES** washes over the landscape.
11	It sounds like dweorgs are calling for help off in the distance, but if the PCs go investigate, they're ambushed by three **PITWHISTLERS** (3xL6-B).
12	A stone path leads down into a clearing. Make a Perception Check to notice bones nearby. The stones are actually a family of **GOBBLESTONES** ready to eat.

PERILOUS ENCOUNTERS	
1	A wide field of **FUNGHOULS** stretches almost as far as the eye can see. Everyone knows walking on or near funghouls is bad news. They bite and make their victims fall asleep! There are some huge fallen stones that create a path across the fields, but the funghouls have started growing on them too.
2	A horde of **SPONGOSAURS** (L1-B) lounges in their fungal den. They're on high alert to protect their young if anyone comes bumbling in.
3	A juvenile **ZARAKNA'RAWR** (L4-C) roars and charges the PCs. It has just battled with its sibling, defeating it. If the critter grows to sufficient size, it will be master of this domain.
4	A ravenous **FEARBOLG** (L6-C) trails the PCs, preying on their fears without them knowing at first. If a PC gets **FRIGHTENED**, the creature goes after them; otherwise it waits to ambush them at the right moment.
5	A patrol group of **MUSHRUM** (L3-B) guards attacks the PCs on sight, mistaking them for another party of adventurers that were up to no good.
6	A **LEADRALPHER** (L8-B) roves the maze, and it seems to be afflicted with some sort of blight that is leaving the flora mushy and green in its wake. On a 12+ Hit, it poisons its target.
7	The PCs stumble into a nest of **SPORE COBRAS**, completely surrounded and enclosed by a thicket.
8	A natural oil reservoir where **MUCKMEN** (L3-B) dwell. There's a team of Subterranean Pits and Lairs surveyors trying to harvest the oil, but the muckmen have repelled them.
9	The PCs find themselves in the middle of a battle between **MUSHRUMS** and Darkshroom **CULTISTS** (L6-G), and the cultists are winning.
10	What looked like a tunnel shortcut is actually a ravenous **CAVEMAW**!
11	After a few futile hours going in circles, the PCs come to a field of **BOGSNAPS** (L1-B) that slowly reveal their hideous, flowery faces.
12	The ground swells with a black, sticky substance, and the forms of humanoids begin to coalesce, revealing **TARKINS** (6xL5-G, L3-5) that wish to take PCs' items.

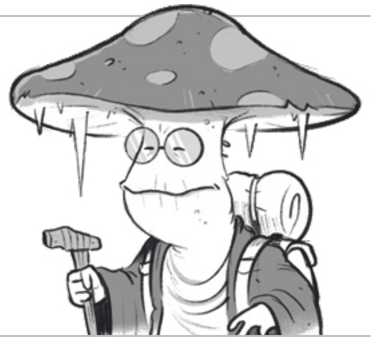
DISCOVERIES

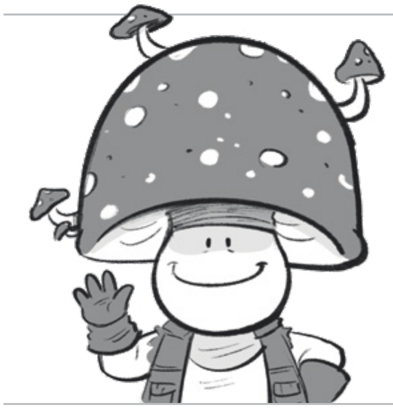
1	A maze of streams and creeks branches off from the Endless River. An old boat tied to a stone contains a bucket, a rope, a fishing pole, and an angry **BARBECUDA**.
2	The PCs find a beautiful, sparkling entrance to the Crystal Caverns.
3	An old mushrum with a tall staff walks through a field of mushrooms. They hold out a closed palm toward the PCs. If anyone holds their hand out, a tamed **GLITTERFANG** named Geeba hops into it, and the old mushrum smiles and leaves.
4	A lost centiperson named Lorba is looking for the city of Mycelior. Lorba is delivering a package from Port Lagoonie, and her job is riding on the delivery going smoothly.
5	A high vantage point reveals a glimpse of a mushroom city in the distance, granting +2 to Travel Checks if the PCs are headed to Mycelior.
6	A tiny pool of glittering water is surrounded by a ring of toadstools. If drunk, the water heals 2d6 Courage.
7	A thick book on the ground is in pristine shape, but it's written in Mushrumese. The title is translated as *The Comprehensive Annals of the Place That We Are Being In.*
8	The PCs find a mushrum path that allows them to travel an additional Hex.
9	Friendly **POCKET FIDDLERS** play a delightful tune that reminds a PC of their childhood.
10	Gara the Guide, the renowned Mushroom Maze pathfinder greets the PCs and asks if they need assistance. First day is free.
11	A group of mushrum bards plays a strange instrument called a wizzybell that sounds like melodic beads plinking in bicycle spokes.
12	A **DRYAD** (L9-C) waking from a long slumber is happy to chat with the first people he has met in a thousand years.

GARA THE GUIDE

A wanderer of the Mushroom Maze, Gara offers their services to anyone that needs help traversing the zone. Curiously, Gara prefers a life of solitude and has dwelled in the wilderness alone for much of their life, but still desires to be of service to the folk of Mycelior. PCs can hire Gara as a guide for Copper 🪙 per day (grants +2 to Travel Checks in the Mushroom Maze).

- **Traits:** Thoughtful, deadpan, often shushes people to hear the sounds of wilderness.
- **Motivation:** Learn the best routes in the Mushroom Maze.

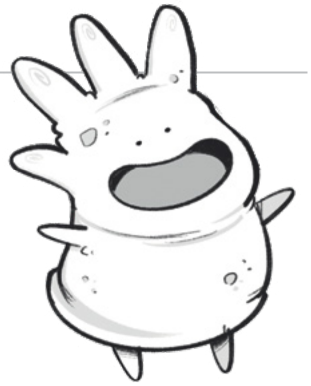




ROOMPALOOM'DAWA'PHOR

Herb picker extraordinaire, Roompa gathers rare mushrooms in the Mushroom Maze with their pet **GURBLEPIG** Obi. In fact, they are the best in the business and make a fortune selling mushrooms to folk all over the Fungal Jungle.

- **Traits:** Mellow, impeccable sense of smell, baby talks to their gurblepig in a robotic voice.
- **Motivation**: Collect the rare herbs of the Maze and share them with the world.



ZORNA'WEE'GEX

Hailing from Far Village, Zorna is a courier with a very important message for the Council of Elders in Mycelior. Pursued by Darkshroom Clan **CULTISTS**, they have risked life and limb, literally, to make it to the Mushroom Maze. Zorna used to be tall and strapping, but their arm was severed. Unfortunately, their body died, but a small Zorna regrew from the severed arm. In this new form, Zorna is cute, cuddly, and—not yet able to speak—mute. But they still remember their mission.

- **Traits:** Adorable, tires easily, heart of a champion.
- **Motivation:** Deliver the important message to the Council of Elders in Mycelior.

QUESTS

THE RAREST MUSHROOMS

Roompaloom'dawa'phor is on the hunt for rare mushrooms. Normally they wouldn't ask for help, but it would appear that someone else has been taking or eating them at their usual spots. As you make your way through the Mushroom Maze be on the lookout for jumbo helix, bulbed lattice, dancing milkcap, mottled black cap, skycap, and onion top. Nothing is stopping you from keeping these unique Components for yourself, but Roompaloom will pay Silver 🪙 for them if you meet them in Mycelior in a week.

- Now that the PCs know what to look for, they can use this special condensed table to Pick Herbs in the Mushroom Maze.

PICK HERBS	
1	**Jumbo helix.** Alchemy: Gain Advantage on Might Checks and Dread rolls for a session.
2	**Bulbed lattice.** Alchemy: Gain -1 Defense for a Combat.
3	**Dancing milkcap.** Cooking: Replenish 1d4 Quest Points.
4	**Mottled black cap.** Alchemy: Consume to appear dead for up to 1 hour.
5	**Skycap**. Alchemy: Consume to fly for a short burst.
6	**Onion top**. 1d6 Usage Die. Add to a Cooking recipe to give the consumable +2 Healing.

- A **FEARBOLG** (L5-C) called Caprender is the culprit devouring the rare mushrooms. The creature has developed a taste for the delectable mushrooms as a nice finisher to its meat dinners. Caprender will attack the PCs once they've found some mushrooms: a nice meal pairing!

LOST FOR WORDS

A small, mute **MUSHRUM** tugs on your pants to get your attention. After several moments of back and forth, you realize that the mushrum is lost and trying to get back to, what you assume, is the mushrum city. Whether you approve or not, the mushrum tags along.

- The small mushrum answers yes and no questions, but can't seem to speak. They are very polite and cute, doing adorable things like resting in someone's lap, smiling widely, nodding happily, etc.
- Sometime after the first day, Darkshroom **CULTISTS** attack the group, but they're really after the small mushrum.
- The small mushrum is actually a messenger from Far Village (p114), named Zorna'wee'gex, who is carrying a secret message (hidden under their cap) for the elders of Mycelior. The mushrum was already attacked and almost killed, but they split in two. Only the smaller half survived, and they haven't regained the ability to speak yet.
  - The message warns that the Darkshroom Clan is attempting to both corrupt Sporespire and infiltrate Mycelior. And there is a mole within the ranks of the elder council.
- If the message is brought to the Parasol Palace in Mycelior (p134), the eldcaps are in shock. This leads to the quest **The Bell Ball** (p126) and **Shadow of the Coomaster** (p135).

Sporewell Valley

In this shallow valley, multifarious colorful fungi pump a blizzard of spores into the air, drifting and spinning on the wind. Mushrum lore states that all the mushrooms and plants in the Fungal Jungle originated from this valley and the tall toadstool of Sporespire. In addition to the plumes of spores, the valley is known for its river and lake and the large critters that aren't native to anywhere else in the Underlands, like **TERRORSAURS** and **TERRORPINS**. Even the **SPONGOSAURS** here are larger than normal and roam the valley like wolves.

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

SPOREWELL VALLEY	
1	**SPONGOSAURS**
2	**TERRORSAUR**
3	**TERRORPIN**
4	**DRACOPILLAR**
5	**CRAG LIZARDS**
6	**FEARBOLG**

WHAT'S THERE

BIG THINGS

No one knows why, but all critters and creepers are bigger than normal in Sporewell Valley. *Tiny* things are *Small*, *Small* things are *Medium*, *Medium* things are *Large*, *Large* things are *Huge*, and *Huge* things are bigger than average.

A **SPONGOSAUR** (L8-C) the size of a dragon roams Sporewell Valley. Folks call it Wrecker because it tramples so much in its wake, but the critter is actually approachable as long as it's not hungry.

SPOREWELL RIVER AND LAKE

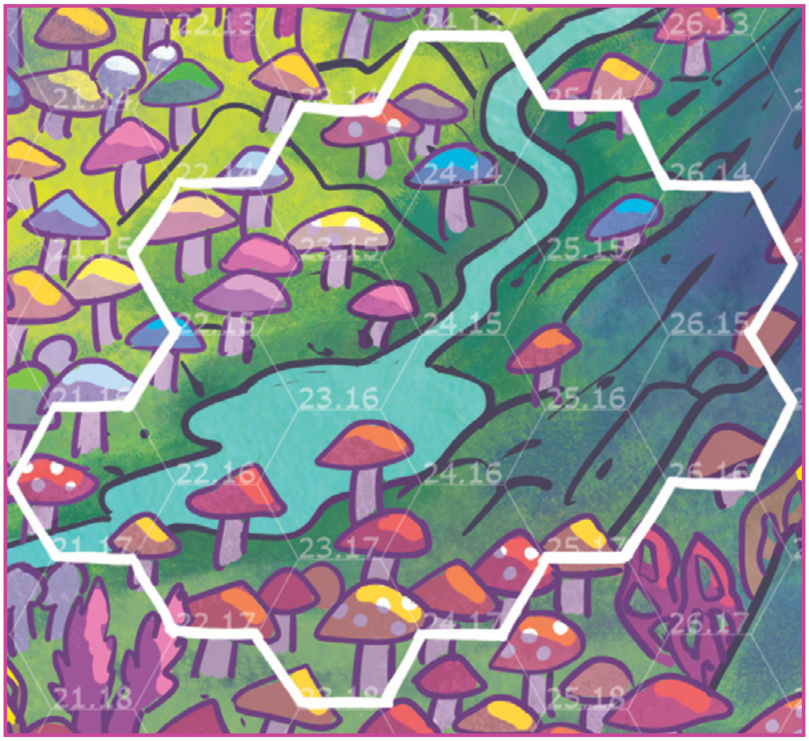
Even though it is much narrower than the Endless River, Sporewell River is more dense with animal life as it snakes its way through the valley. It is rife with fish, **BARBECUDAS**, **RINDLE RAMS**, **STYGOBITERS**, and even **RIVERSAURS**.

THE WELL OF SPORES

A gully within the valley that produces the highest concentration of spores, puffing them into the air like colorful clouds of smoke.

RUMORS

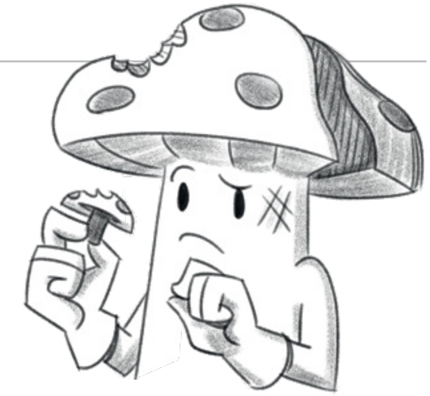
- Sporewell Valley is full of deadly beasts that grow many times their normal size.
- Krog & Sons Inc. wants to unlock the secrets of Sporewell Valley and harness whatever makes the critters there so big.

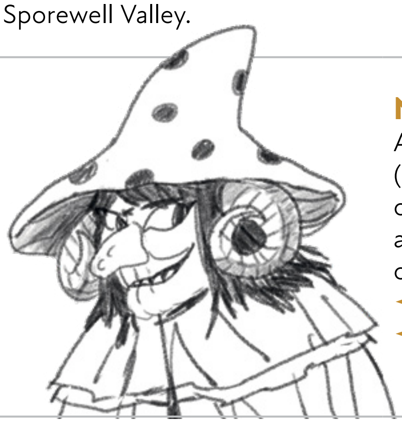


PROFESSOR MEESHKA'ABBA'VULG

Professor of mycology, Meeska'abba'vulg is studying the ecology of Sporewell Valley. The professor is originally from Mycelior but has lived in the wilderness for over a decade, cataloging mushroom and animal species. Naturally curious, the professor tends to put themself in harm's way for the sake of research and science.

- **Traits:** Curious to a fault, in their own world, rambling.
- **Motivation**: Discover the reason why the fauna is so large in Sporewell Valley.





NANNY TOADSTOOL

A troll witch who usually lives in the foothills of the Great Undermountain (p158), Nanny Toadstool has a vacation home in Sporewell Valley. Not an outright fiend, per se, she is always up to something, plotting and scheming against someone or other. She has historically been at odds with the mushrums of Mycelior, but she has a bigger, nastier problem lately.

- **Traits:** Very cordial, schemer, loves animals.
- **Motivation:** Move back into her other house where all of her best scheming is done.

QUESTS

BIG THINGS GROWING

Professor Meeska'abba'vulg is fascinated as to why everything in Sporewell Valley is huge! Even the **SINKWORMS** are like snakes! They now surmise that it must be something in the soil. If enough soil from all over the valley can be collected, Meeska can test it and uncover its mysterious properties. Normally Meeska would do this themself, but they were just bitten in half by a **TERRORSAUR** and need to recuperate a bit more while preparing the experiment.

- Professor Meeska wants the PCs to collect soil in every Hex of the Zone.
- A **RIVAL DUNGEONEER** (L6-B) named Grubberton Mullgroany, a goblin from Krog & Sons Inc., starts following the PCs. If caught, Mullgroany denies any wrongdoing. However, he intends to steal the professor's research once it's complete.
- If the PCs are successful, Professor Meeska takes a day to conduct experiments, and isolates a unique microscopic spore in the soil. Interestingly, the spore seems to be ancient; nothing in the Well of Spores produces such a spore anymore. But the professor believes this spore has caused a mutation in the local wildlife.
- Grubberton Mullroany is spying on the PCs. If he isn't dealt with, he steals the information from Professor Meeska and brings it back to Krogland. There, they start breeding giant versions of critters like **WUNGALOPES**, **HIPPOGRUFFS**, and **DOGGARTS** for use as beasts of burden and trained security animals.

THE WISHFUL WITCH

Nanny Toadstool doesn't normally do anyone favors, but she's found herself ousted from her main hovel near the Great Undermountain. You see, she only comes to Sporewell Valley to visit her vacation hovel during the wet months, but a terrible creature took over the mountain some time ago: a bloodthirsty **VAMPIRE**! It used to keep to itself, but it's gotten bolder and kicked Nanny Toadstool out. So if you could kindly go take care of the vampire and make her hovel safe again, Nanny Toadstool will part with some valuable, magic things she's collected over the years.

- The **VAMPIRE** (L9-C) is known as the Eater of Kings (see quest **A Matter of Honor,** p160).
- Nanny Toadstool's mountain hovel is located in Hex 27.14. It's much more spacious and furnished than her vacation home. But the vampire has been using it as a place to store bones and other grisly things. He visits the place about once a week (1-in-8 chance that he'll be there).
- If the PCs are successful, they are given an Ancient Hoard.

Toadstool Forest

The largest zone in the Fungal Jungle, the Toadstool Forest is full of tall, swaying toadstool trees that reach toward the cavern ceiling. Below the high canopy, shorter stouter buttontop trees, and dancing milkcaps grow in abundance, along with a countless number of other fungal species. Fluffy spores carry on the cool breeze—the same spores famous for traveling down to the Shimmering Shar on freezing winds, creating shimmer-snow

MODIFIERS

- -1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

SPOREWELL VALLEY	
1	**MUSHRUMS**
2	**FAERIES**
3	**SPINDLESTRIDERS**
4	**MERGA TOADS**
5	**FUNGEESE**
6	**GURBLEPIGS**

WHAT'S THERE

THE FOREST FLOOR

Below the tall toadstool trees, a medley of colors and glistening fungal shapes give the forest floor an almost candyland-like appearance. Down in the underbrush, **MERGA TOADS**, **GURBLEPIGS**, **SPONGOSAURS**, and **SNAGBUNNIES** dash in the shadows, eating insects and mushrooms. Many independent **MUSHRUM** hunting-and-gathering communities live quiet, isolated lives here, rarely interacting with each other, let alone the prominent mushrum cities.

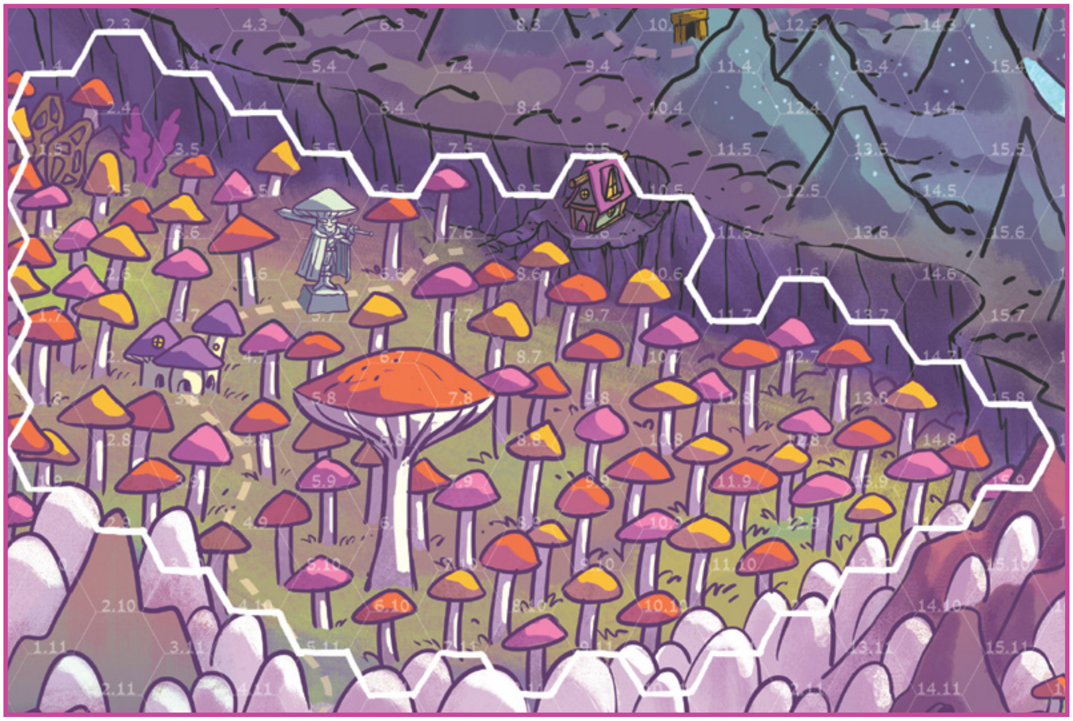
THE CANOPY LEVEL

Another world exists above the canopy of the Toadstool Forest, where **FAERIES** and **PIXIES** flutter about amidst a flurry of fluffy, floating spores. Accessing this world requires climbing up the toadstool trees, which can range anywhere from 40 to 100 or more feet in height.

Even creatures like **KOBOLDS** and **PALE FOLK** make their home atop the tall toadstools, where they're usually completely oblivious to the affairs down below. Most notably there is a gnome who lives on this level, and signs point the way to her tree in Hex 10.8, whose stem is nailed with wooden ladder steps.

RUMORS

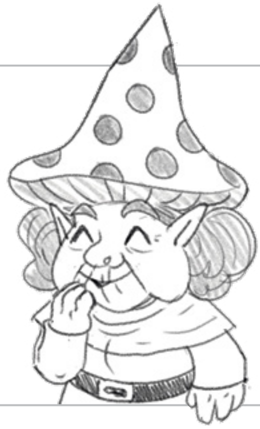
- There's a whole other world above the canopy of the Toadstool Forest.
- Some of the toadstool trees in the Toadstool Forest are turning black and sickly.
- If you know where to look, you can find a kindly and powerful gnome in Toadstool Forest.



S. GERALDINE TOODLEBEE

Living atop the canopy in a toadstool growing out of a toadstool, the gnome, S. Geraldine Toodlebee, has dwelled in the Fungal Jungle for many years. Folks around here call her Toadstool Toodles, and she acts as a sort of mediator, settling conflicts between the faerie folk before they get out of hand. She is kind and wise, and she believes in the goodness of all creatures. But she can't stop the feeling that something sinister is growing down below.

- **Traits:** Generous to a fault, giggles, has a serious side.
- **Motivation:** Make sure the forest, and the Fungal Jungle at large, doesn't slip into darkness.



QUESTS

ARGUMENT ARBITRATION

The kobolds and the pale folk are always getting into land disputes, mostly due to swaying toadstools that collide with each other. S. Geraldine Toodlebee normally handles it, but she has to step away for a few days. Perhaps you can give a shot at playing judge? In the meantime, while she's gone, Geraldine says that you should make yourself at home. There's lots of good food to eat and comfy nooks to rest in. recuperate a bit more while preparing the experiment.

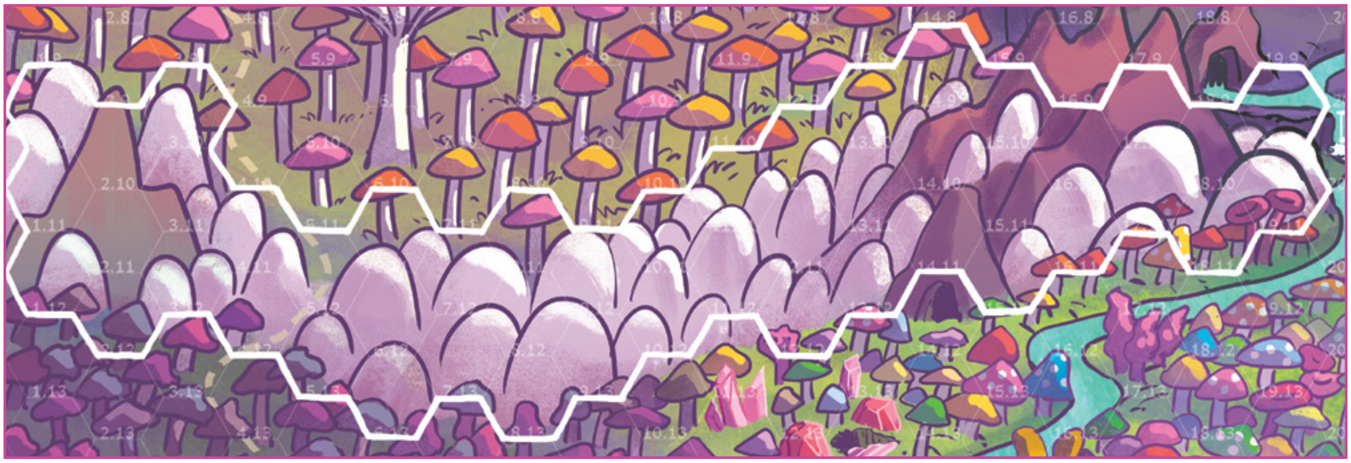
- Every arguing NPC that encounters the PCs is perplexed as to who they are and why "Toadstool Toodles" isn't there. For this reason, the PCs suffer Disadvantage on Social Checks.
- A **KOBOLD** (L5-B) named Toadbelly is up in arms that a **PALE FOLK** (L3-B) named Reeka stole all of his spore turnips, just because his garden tipped over onto Reeka's toadstool. Obviously, the polite thing to do would have been to push it off.
  - Reeka counters that Toadbelly's garden crushed Reeka's own cave carrot garden, so the only logical thing to do was take the spore turnips as restitution.
  - Neither of the two are backing down from their arguments, which quickly turns south when Toadbelly threatens to turn Reeka into a turnip.
- To make matters worse, another argument within earshot breaks out. A **FAERIE** (L3-C) has noise complaints about a colony of **PIXIES** (L1-G) who won't stop buzzing in the gills beneath her mushroom cap. The pixies retort that the faerie should move if they don't like it, but the faerie says they were living on the toadstool tree first!
  - If the faerie/pixie argument doesn't get solved swiftly, there are poofs and puffs of magic as the faerie attacks the swarm of pixies. The battle quickly veers over to include Toadbelly and Reeka.
- Meanwhile, a third disagreement breaks out between a **MERGA TOAD** (L6-B) and a flitterfolk **THIEF** (L5-G) who start fighting over some scrumptious food. Their tussle slams into the toadstool that the PCs are on, threatening to toss everyone off to fall sixty feet to the forest floor.

THE DARKENED FOREST

It's a quiet existence living in the canopy of Toadstool Forest, but things have gotten less peaceful in recent times. And S. Geraldine Toodlebee isn't talking about the bickering faerie folk. No, there's something much more alarming afoot. Strange spores have been wafting through the air lately. And on her investigation to find the source, Geraldine discovered that parts of the forest have become infested with black, sickly toadstools and an abundance of **DARKSHROOMS**. Please, head to Sporespire to investigate, then report back to Geraldine.

- Sporespire is afflicted with the same blight, although it doesn't look as drastic. But there is no question that the black spores are emanating from Sporespire. This leads to the quest **Spreading the Spores** (p142).
- If the PCs return to Geraldine with the news, she urges them to accompany her to Darkshroom Lair and put an end to the blight.
  - L. Geraldine Toodlebee: Attack:+1, Defense:-2, Courage:16, Dread:1d8. Gnome Abilities: **STOUTHEART**, **FIE!**
  - If Geraldine goes alone, she will perish, and news will spread throughout the Fungal Jungle that the Darkshroom Clan is gaining power.

Whitecap Mountains



Gigantic, white cap mushrooms grow like mountains, their sheer scale making travel among them no different than traversing the hills and mountains of the Overlands. Although the temperature isn't freezing, the white cap mountains produce a slushy spore that's akin to melting snow and makes hiking difficult in certain areas. Nomadic groups of **YETIS** are known to speckle the mountains, collecting huge amounts of spore slush and hunting **GURBLEPIGS** and **EYEBATS**.

MODIFIERS

- -1 Travel
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

WHITECAP MOUNTAINS	
1	**FEARBOLG**
2	**YETI**
3	**YETI**
4	**FUNGEESE**
5	**EYEBATS**
6	**GURBLEPIGS**

WHAT'S THERE

WHITECAP SLUSH

The whitecaps excrete a cool, slushy spore goo that drips from them constantly. The slush gathers like deep snow in places, making travel difficult. Travel Checks suffer Disadvantage without mountain climbing gear in the Whitecap Mountains. In addition, results of Bad Weather or Interparty Conflict for a Bump in the Road means that there is an avalanche that inflicts 1d8 Dread to anyone who fails a Nimbleness Check and prevents any forward progress for the Travel Turn.

On the plus side, the whitecap slush is edible if prepared properly (9+ Cooking Check).

YETI HORN

The tallest, most pointed peak in the middle of the mountain range, Yeti Horn has cultural significance among the **YETIS**. Twice a year, clan leaders put aside their differences and meet at the top of the mountain to make alliances and hash out major disputes.

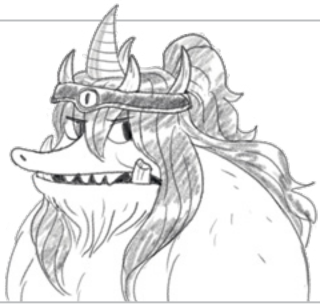
RUMORS

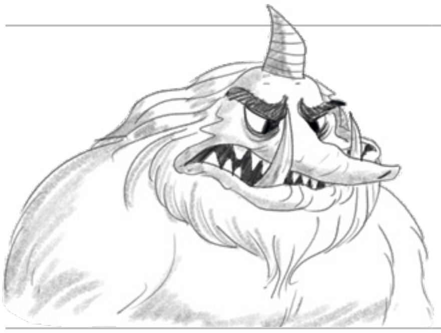
The nomadic yetis of the Whitecap Mountains have been at odds with each other lately, and the sound of their arguments and fights causes avalanches.

YVONGA THE YEED

Leader of the Yeed Yetis who wander the Whitecaps in droves as nomads, Yvonga has a broken tusk and long wooly hair that hangs over her face. She has just been crowned the leader by the elders and is eager to don her ruling-hat in a grand ceremony.

- **Traits:** Slow, hates cleverness, spits when she talks.
- **Motivation:** Furious that their food stores were stolen, Yvonga blames the Hoog Yetis and intends to ruin a wedding celebration as revenge.





HURBURP THE HOOG

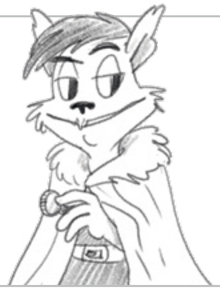
Leader of the Hoog Yetis, who have long been competing for resources with the Yeed Yetis, Hurburp is a hulking, old yeti with a bad temper. He is eager to marry his son Gum to the village elder's granddaughter, the mighty warrior Purba, preparing him to take over the clan.

- **Traits:** Cantankerous, likes slapstick humor, forgetful.
- **Motivation:** Angry with the Yeed Yetis for being blamed for stealing their food stores, which he is pretty sure they aren't responsible for this time!

FEECH THE WAIF

A kobold trickster and vagabond, Feech was run out of New Delve City by local authorities for disturbing the peace. Now, a listless wanderer with a chip on her shoulder, she enjoys sowing discord and playing pranks.

- **Traits:** Guileful, saccharine, lays guilt trips.
- **Motivation:** Unhappy with her lot in life, she takes out her frustrations by causing trouble for others, namely the "hapless" yetis of the Whitecaps.



QUESTS

THE YEEDS VS. THE HOOGS

A heated argument shatters the silent majesty of the Whitecaps mountains as two **YETIS** yell at each other. Yvonga of the Yeed Clan and Hurburp of the Hoog Clan each blame each other for their stolen food stores. Both parties claim the other is a scoundrel and want you to take their side.

- Yvonga and Hurburp both privately ask the PCs to act as impartial mediators.
    - Yvonga found a clump of yeti hair at the scene of the crime where a huge sled was ransacked (Hurburp is missing a patch of hair). The Yeeds ask if they would help them get even by ruining Hurburp's son's upcoming wedding.
    - Huburp isn't sure who told him the Yeeds were guilty, but they whispered it in his ear right as he fell asleep for a nap (coincidentally, that's when he woke up with a missing patch of hair). Hurburp asks the PCs to disrupt Yvonga's official ceremony crowning her as leader of the Yeed Clan.
- Neither party is guilty. The true culprit is a **KOBOLD** (L6-C) mischief-maker called Feech! Feech is very friendly but can't help finding the entire situation funny. She warns that the pranks could turn into something more vicious like a clan war!
- If the PCs ruin one of the events, Feech laughs so hard that she reveals that she was behind it all and then disappears. At this, the yetis become furious and offer the PCs a reward to find the kobold and prank her!
- If the PCs try to understand her machiavellian ways, Feech might reveal her reasons: deep down, she's jealous of the yetis who have such strong familial ties. Feech has nobody. After revealing this, she tries to laugh it off and disappear.

THE YETI HORN HEARING

Yetis are flocking to the yearly hearing at Yeti Horn, but Hurburp has injured his ankle badly in a fall, and his wife Beebora has her hands full with newborns. Will you accompany their teenage son Hurbeep to Yeti Horn and help him make a case for the Hoogs? They must have a representative to speak on their behalf. They'll pay a pouch of Silver 🪙 to escort Hurbeep, and three if you are successful.

- The Hoogs believe that the fighting between yetis has gotten out of hand, causing terrible avalanches that have already killed many. They also have the controversial opinion that yetis should live sedentary lives for half the year, especially when they have newborns. But yeti law states that all on the Whitecap range must be nomadic.
- Hurbeep is a typical angsty teen who thinks this whole thing is dumb. He'd rather be playing Huzzah! or go out hunting with his friends. He rolls his eyes and sighs deeply whenever the PCs tell him what to do.
- The other yetis at Yeti Horn are excellent orators and don't let Hurbeep and the PCs easily get a word in edgewise. They also consider it preposterous that the PCs are present.
- If the PCs manage to state their case and sway their listeners, two rival **YETIS** (L7-B) rough them up after the hearing.

Lairs

Boon Witch Grotto

Hex 35.16. This fungal grotto is dimly lit by ancient runes and wax candles that have burned themselves down into puddles. Dried herbs and old, musty mushroom powders litter the floor beside sparkling pools of crisp water filled with beautiful but deadly fish. In three corners of the cave are the cottages of three witches, each with different specialties and offerings.

GETTING TO THE GROTTO

PCs must navigate a **RANDOM DUNGEON** each time they wish to go to Boon Witch Grotto. The dungeons have no treasure, but spending 5 Keys gets them to the Grotto.

WEEDY MABOO'S BOUNTIFUL BOONS

See quest **A Bone for a Boon** for alternative costs.

- **BOON**: Roll random **BOON**. Gold 🪙.
- Greater **BOON**: Pick a **BOON**. Ancient 🪙.
- Mushroom Crumpets: Gourmet Ration. Silver 🪙.
- *Black and White Cookie*: One half is **CURSED**, and the other grants a random boon (but which half is which is random). Silver 🪙.
- *Baked Brownie:* Made with 100% brownies; don't ask questions. Gain Advantage on Mettle Checks when casting Spells for 2 sessions. Copper 🪙.
- *Birthday Cake:* Grants a very minor wish (like wishing for rope or a good night's sleep, etc.). Gold 🪙 x2.

OZRA'S ODDITIES

- Frank Advice: Get real-talk from Frank to tell it like it is and set you straight. When a PC asks Frank what they should do, he always gives cut and dry advice. While he might actually provide good insight, he has extreme, aggressive opinions that make everything sound simple. Silver 🪙.
- Ventriloquism Lessons: Spend a week and learn the Ventriloquism Proficiency. Gold 🪙.
- Sock Puppet: A colorful sock puppet with a lot of charm. Copper 🪙.
- *Magic Sock Puppet:* A *Magic* puppet that can talk on its own. Roll on the *Reaction Table* in the Core Rulebook to determine its personality. Gold 🪙 x2.

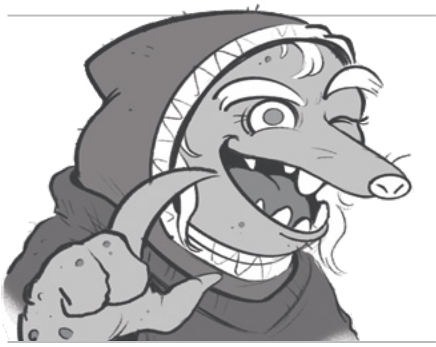
SIRIUS'S SPUTTER-SORCERIES

Costs Ancient 🪙.

- *Resuscitation Paddles:* Single Use. Shock someone back to life. On a 12+ Tinker Check, bring back a PC that died in the last 4 rounds. Alternatively, on a Hit, inflict 1d12 Dread to a target.
- Resurrection: Bring back a dead character as a Homunculus Underling NPC.
- Homunculus Underling: A creature made of cadaver parts, living fungus, mud, and sputter-tech. It works just like the Dungeoneer Perk, but it doesn't speak and can't do anything without being told to.

RUMORS

- Boon Witch Grotto is hidden beyond an ever-shifting dungeon that's never the same twice.
- At Boon Witch Grotto, you can find what you seek.



WEEDY MABOO

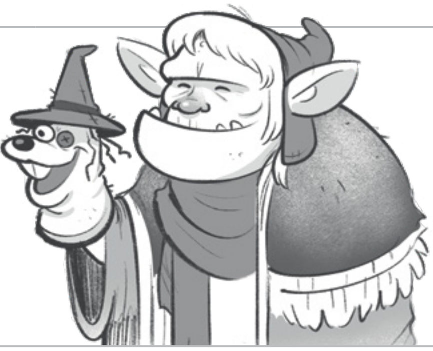
A legendary witch who is said to speak the tongue of stones and grant boons to those who come with proper payment. In person, she is a wrinkled moledwerp with a clubbed hand and a glass eye that looks nowhere and everywhere all at once. Beneath a chandelier of jangling pans, Weedy Maboo is a stalwart keeper of secrets and a wonderful baker.

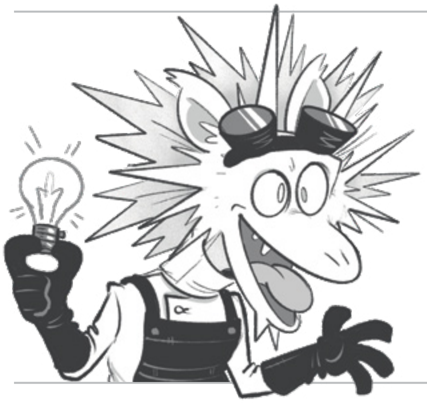
- **Traits:** Cackling (but good-natured) laughter, a living lie-detector, insulted by refusal of food or drink
- **Motivation:** Change the bad rap that witches have by granting **BOONS** instead of **CURSES**.

OZRA THE FRANK

A hunched wug woman with a friendly face, Ozra is the operator of a peculiar, yellow sock puppet. The dirty felt puppet, Frank, wears a purple witch hat and has buck teeth like a rabbit. Ozra and Frank appear to be two distinct individual **WITCHES** with very different opinions about the world…but they manage to get by.

- **Traits:** Frank is rude, Ozra is apologetic, both hem and haw.
- **Motivation:** Settle their wager as to whether a lorgad can whistle while hopping on one leg.





SIRIUS THE YAHOO

A shrym witch with every hair on his body standing on end, Sirius the Yahoo has accidentally shocked himself silly, leaving him wide-eyed and grinning. He is known for experimenting with spark technology to breathe new life into expired things and has even made long-dead corpses function again.

- **Traits:** Eccentric, crackling with static shock, forgets his train of thought.
- **Motivation:** Find a way to resurrect a creature to have thoughts and feelings once more.

QUESTS

A BONE FOR A BOON

Weedy Maboo is very busy but happy to grant a boon for the proper payment. However, payment can only be determined on a case by case basis. And today? She needs a bone. Not just any bone, though: a special bone, the bone of a **LICH**. Now, it doesn't have to be a live lich, in fact she would recommend against it. She does know where to find some lich bones: the Great Undermountain. Bring Weedy Maboo a lich bone, and she will grant a **BOON**. Here's the catch: there may or may not be a ravenous vampire called the Eater of Kings roaming the mountain, so she suggests avoiding the creature entirely and snatching the bone while the brute is hunting for prey.

- The **VAMPIRE** (L9-C) of the Great Undermountain (p158), called The Eater of Kings, is a ravenous and terrible creature, so far from human it is more like a beast than a man. It did not defeat a lich, but rather grew more savage and evil when it made its home in the Undermountain, amongst the lich's remains.
- The vampire tosses its used-up prey into a bone pit within its cave of horrors. The pit contains a skull as black as ink—a **LICH** skull (see The Pit of Bones, p160).
- Once Weedy has a lich bone, she will grant each PC a **BOON**. The bone will then be destroyed, much to her amusement and delight, sharing that even in death **LICHES** bring misery and destruction—just look at the Eater of Kings. Upon destroying the bone, she says, "One less of the Gloom King's puppets to haunt the world, eh?"

WHAT CAN A LORGAD DO?

Ozra and Frank are having a heated argument. The other witches are exasperated, having listened to the same argument for nearly a decade. Ozra and Frank have made a wager as to whether a lorgad can whistle while hopping on one foot. Frank says no while Ozra says yes, and the stakes are two pouches of Ancient 🪙. They'll be happy to share a pouch of Gold 🪙 with anyone who can settle the bet. Travel to the Abyss and convince a **LORGAD** to whistle and hop on one foot, then return to Ozra and Frank with the answer.

- The average lorgad is a highly serious individual and would find this question foolish and offensive. The PCs would have to use trickery or force to get a lorgad to whistle while hopping on one foot.
- Both Ozra and Frank will be skeptical if the other wins, but will hand over the Ancient 🪙. At which point Frank snaps, "Okay, how much do you want to bet that dragons fart fire?!" Ozra replies, "Of course they don't!" Frank and Ozra look at the PCs and ask, in unison, "Want to settle another bet?"
- If the PCs agree, they will receive an Ancient Hoard if they succeed at determining if **DRAGONS** fart fire… and survive to tell the tale.

THE RUNAWAY CADAVER

Sirius the Yahoo, isn't so much a yahoo as he is an eccentric with ambition, which is why he's trying so hard to reanimate an inert body into a living, breathing person with their personality intact. There's just one problem: his latest experiment has disappeared! Stolen right from under his nose! Sirius lacks a talent for investigation or tracking and will pay handsomely with potions and medicine if the body can be found soon...before it goes off, as it were.

- The missing body is that of a **DWEORG** dungeoneer named Dwade, who was successfully resurrected, but fled the laboratory in a state of shock. Dwade is now lost within the Great Undermountain with only half his memory. Sirius is completely unaware of this.
- PCs can rummage through Sirius' files to find information about the missing subject: Dwade. Dweorg. Undermountain Mining Accident. No Next of Kin.
- Perception Check: A set of footprints leads out of the laboratory, running through a puddle of spilled potion. Following the footprints leads towards the Great Undermountain, but the trail vanishes there.
- Dwade is lost on the Undermountain and can be found after 3 consecutive successful Exploration Checks.
- Dwade is in serious danger. He is being stalked by a **FEARBOLG** (L5-C). Dwade remembers his name and occupation, but he can only answer yes and no questions. Clearly Sirius the Yahoo is no yahoo, because his experiment worked!
- If Dwade is returned, Sirius the Yahoo gives the party a set of Resuscitation Paddles and a coupon for a free Resurrection (which he sincerely hopes is never needed).

WHICH WITCH IS WHICH?

Some time ago, Boon Witch Grotto was home to four witches. No, the fourth witch isn't dead, but there was a falling out of sorts, and the witch known as Nanny Toadstool, who was once good friends with Weedy Maboo and the others, left the grotto to strike out on her own. Weedy regrets how it was handled and wishes Nanny would just come back. They all miss her greatly. Could you find her and persuade her to come back to Boon Witch Grotto? Each witch will give something away from their menus for free.

- Weedy Maboo only reveals the details of what she calls the "unfortunate tiff" if the PCs ask. It all stems from when Nanny Toadstool had a shadowy boyfriend that began living in the grotto without the permission of the other witches. It caused a lot of tension, and Weedy even accused the boyfriend of being a spy.
- Nanny Toadstool currently lives in Sporewell Valley (p166). She has since broken up with the boyfriend, who actually did turn out to be bad news. Nanny Toadstool is still hurt, however, and believes the other witches should have been more understanding.
- If the PCs convince her to go make amends, she insists on having the PCs there as mediators.
- Unbeknownst to Nanny Toadstool, her ex-boyfriend, a **NEVERWERE** (L9-B), has been growing stronger while living in her literal shadow. It will attack Weedy Maboo once inside the Grotto. **THE NEVERWAS** considers Weedy a serious threat because she grants so many **BOONS**.

DZRAS
ODDITIES

Darkshroom Lair

Hex 8.16. The Darkshroom Clan is a notorious cannibalistic cult that originated in the Fungal Jungle but has spread out to other realms including the Mucklands. In fact, the Darkshroom Hivemind, a mysterious being of ancient origin, has spread its mycelium across hundreds of miles. Darkshroom Tangle itself is now an extension of the Hivemind, its weird strangle vines constantly feeding the being's insatiable hunger.

The Darkshroom Clan's lair itself looks like a castle in the shape of a cluster of bulbous, dark-red mushrooms rising above the forest canopy. The caps and stems glisten and weep dark-red fluid.

WHAT'S GOING ON

- The Darkshroom Clan is expanding and gaining power. What was once a threat confined just to Darkshroom Tangle now threatens all people of the Fungal Jungle
- Mushrums are kidnapped daily, either to be assimilated into the cult or eaten to fuel the Hivemind.

RUMORS

- Darkshroom Tangle is home to a great and terrible monster, probably some kind of giant fungus.
- Darkshroom cultists are thralls who have lost all personality.
- The Darkshroom Clan stronghold is hidden somewhere in Darkshroom Tangle.

LAIR LAYOUT

AREA 1: STRANGLE VINE MOAT

A moat of grasping black vines circles the lair, with just a narrow pathway to the front gate.

- Strangle vines attack anyone unfamiliar (as **BOGSNAP** L1-B).
- **FUNGHOULS** snarl and bite between the searching vines.
- Approaching the lair from another angle to climb up the side of the mushroom walls is possible but very difficult. The strangle vines attack relentlessly.
  - There is a high window, about sixty feet up. Entering it leads to Area 9.
  - Climbing over the mushroom caps of the lair leads to a view of Area 6. PCs would need to then climb down into the cloister.

AREA 2: THE WEEPING GATE

The door has a large yellow eye at its center, its pupil darting back and forth. The door looks like it was carved out of the mushroom and is weeping blood.

- Pushing open the door is like moving a slab of meat. Anyone opening the door that isn't accompanied by a Darkshroom **CULTIST** is struck by retractable teeth hidden in the doorframe, inflicting 1d8 Dread.
- The Darkshroom Hivemind is aware of everyone that enters. Harming the eye puts the entire lair on high alert. Otherwise, the Hivemind is content to let intruders enter Area 3.

AREA 3: THE BLOOD COURT

A ten-step-high dais is set in the middle of the large circular chamber.

- There is a 3-in-6 chance that the chamber is packed with a horde of mushrum **CULTISTS** (L8-G) in the middle of an evil ritual to sacrifice captives. Otherwise, the room has 1d10 **CULTISTS** heading in different directions, all going about their business.
- If the lair is on high alert, a group of cultists is here to subdue the intruders. Otherwise, the cultists are not immediately aware of the PCs' presence.
- A door and stairway to the east lead up to Area 4. To the west, a darkened stairway leads down to Area 5. An exit to the north leads to Area 6. Cultists continuously pass through the north exit in both directions.

AREA 4: TOWER OF FEAR

Pulsating walls exude a feeling of dread and despair. At the top of the stairs, a circular chamber has a window that overlooks the Blood Court thirty feet down.

- The ceiling is made of veiny mushroom gills, pulsating like a heartbeat. A sticky, organic pedestal is in the center of the room.
- Any non-cultist who enters this room is overcome with a strange cloudiness of mind. A voice reaches out, probing, grasping at memories, and trying to unlock hidden things. It is the Hivemind.
- Lore Check: The Tower of Fear is where the Hivemind assesses the will of its potential subjects or sacrifices.
  - Generally, anyone too strong of will is earmarked to be sacrificed.
  - Those weak of mind are brainwashed into the cult, their minds fettered to the will of the Hivemind.
  - Anyone the Hivemind deems strong-willed but possessed of great potential is sent to the Bowels for their will to be broken.
- The Hivemind compels everyone who enters the room to touch the pedestal and reveal their worst fears. The entity attempts to frighten and manipulate them into submission.
  - Mettle Check: On a 5-, the PC is deemed weak of mind. If **CULTISTS** are present, they take the PC to the Tower of Conformity. On a 6-8, they are sent to the Bowels. On a 9+, they are brought down to the Blood Court for sacrifice.

AREA 5: THE BOWELS

Below ground, a hundred fungal cages are arranged in a dark maze.

- Prisoners, mostly mushrums, wallow in the cages. Most are malnourished and confused, on the verge of giving up.
- Two mushrum **GUARDS** (L5-B) periodically patrol from one end of the cell block to the other, unless they are needed in the Blood Court for a ritual.
- Search Check: A young mushrum named Alga'walla'jee is still strong of spirit and capable of escaping. She is from Far Village, and her father escaped to get help (see quest **Darkshroom Marauders**, p155).
  - On a 12+ Search Check, there are 1d6 additional random NPCs capable of mustering an escape.
- Make a Might Check to break a prisoner free from a cage.

AREA 6: THE DARK CLOISTER

An open air quadrangle in the center of the lair is full of **FUNGHOULS**.

- A corridor wraps around the quadrangle. **CULTISTS** (L8-G) shuffle through the halls.
- A stairway on the eastern side leads to Area 7. Area 8 is to the west. The northern stairway leads to Area 9, but it is guarded by two **CULTISTS** (L8-B).

AREA 7: TOWER OF CONFORMITY

The walls of this warm, fleshy tower chamber thrum with an audible heartbeat.

- The warm air and pounding heartbeat are oppressive. Mettle Checks suffer Disadvantage here.
- Fungal tendrils similar to strangle vines hang from the ceiling. They search out and attach to the heads of new subjects and, of course, intruders. When the PCs enter there are already three **MUSHRUMS** grasped by the tendrils (as **BOGSNAP** L3-B).
- A deep, booming voice echoes in the minds of anyone grasped by the tendrils as the Darkshroom Hivemind attempts to brainwash and control new subjects.
  - The victims are fed images of the ancient, unknowable past, and witness indescribable, mind-boggling phenomena, both geological and supernatural, from the birth of the world.
  - They see and hear the true form of the Hivemind, a perplexing fungal mass of gargantuan proportions, spreading out across the realm.
  - Mettle Check: On a 5-, the target is brainwashed as a **CULTIST**. The mind control can be cleanly broken by destroying the Hivemind.

AREA 8: THE CELLS

A sprawling web of small, unfurnished rooms provides the cultists with housing.

- 1d100 **CULTISTS** (L8-G) pack like sardines into the cells.
  - They spend little time here and take shifts resting. But rest is a loose term. The cultists are sleep-deprived, getting barely enough sleep for their bodies to function.

AREA 9: TWILIGHT SPIRE

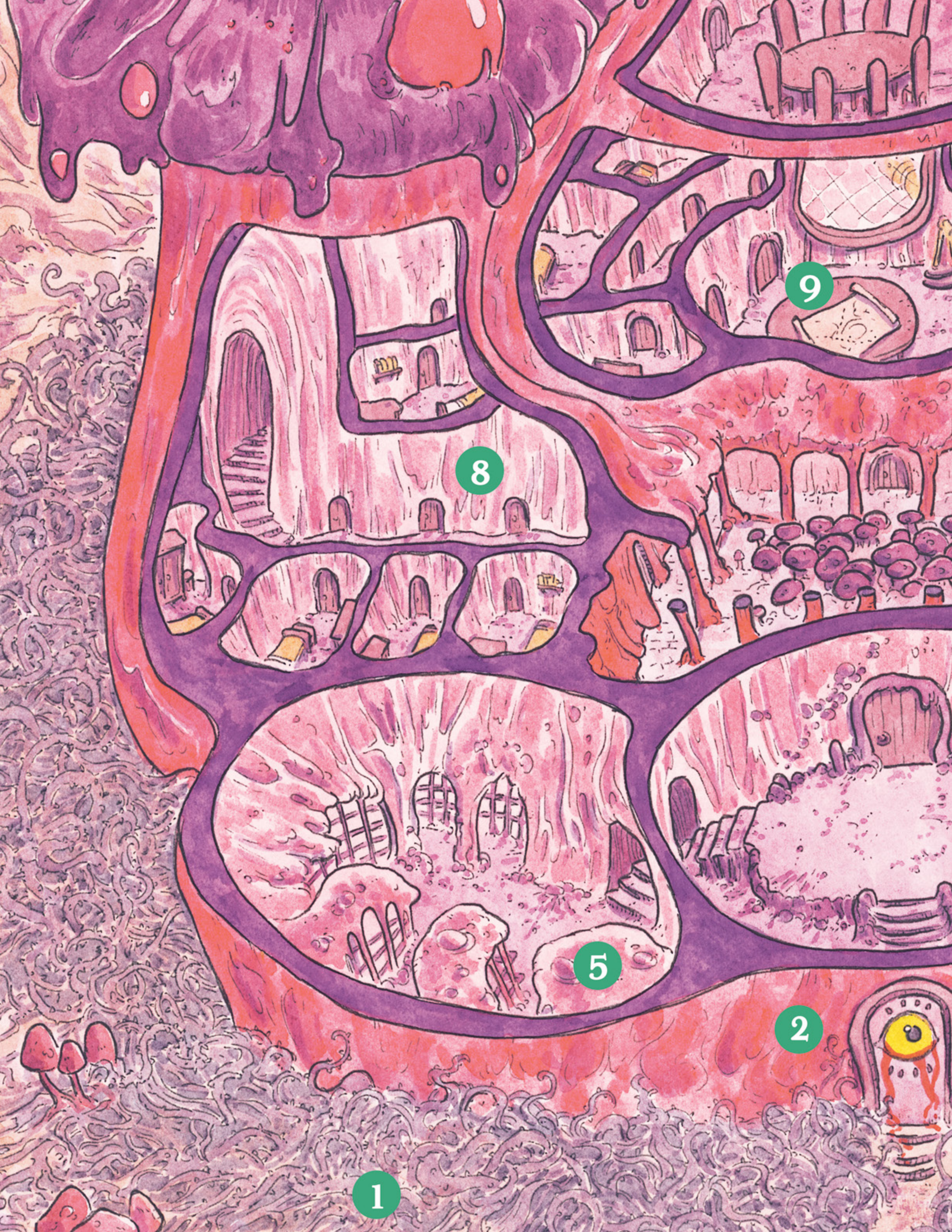
Stairs wind up to the top of the tower, where light shines in from a high window.

- High-ranking **CULTISTS** (L8-B) live and conduct business on the top floor, making plans in accordance with the will of the Hivemind.
- The main floor is a war room, with a detailed map of Darkshroom Tangle and the Fungal Jungle. Hundreds of points are marked on the maps detailing cultist patrols, targets, etc.
- The window overlooks the forest. A strange, organic, fungal telescope allows a viewer to see through the canopy of trees.
- A wing of living quarters features unfurnished cells that are less cramped than those in Area 8.
- Stairs to the west lead to Area 10.

AREA 10: SANCTUM OF THE HIVEMIND

A huge, fleshy chamber is hot and pulsing with life and a loud, thumping heartbeat.

- The entire room is plastered in webs of thick, sinewy mycelium. The pulsing originates from the mushroom-gilled ceiling.
- In the center of the room, a fleshy mound with a rift-like mouth laughs a horrible, knowing laugh if intruders enter.
- Long, fungal tendrils circle the mound. They grab (as **BOGSNAP** L5-C) intruders who come within reach.
- The Darkshroom Hivemind is actually an avatar of an ancient being of proto-Eem, sometimes referred to as Annulus the Evergod, a fungal god on the level of Ehk the serpent god or the mother of ogres, Gordak the Progenitor.
- Slaying the Hivemind requires both defeating the mouth mound (as **BOGSNAP** L5-C) and destroying the ceiling (as **SORCERER** 10-C) of this room.
  - The Hivemind has the **SORCERER** abilities Ensorcell, Enervate, and Banish.
  - The ceiling is like a giant brain. It can be repeatedly damaged with weapons, but a creative solution could potentially destroy it faster.
- If the Hivemind is defeated, Darkshroom Lair begins to wither and wilt within minutes. The mind control effects wear off on all of the cultists. But, the fungal entity known as Annulus the Evergod still exists—merely its efforts in the Fungal Jungle have been thwarted.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the Darkshroom Hivemind.
  - ***Destroyer of the Darkshroom Clan*** ♔. Hostile **MUSHRUMS** suffer Disadvantage on Attack and Dread rolls against the PC.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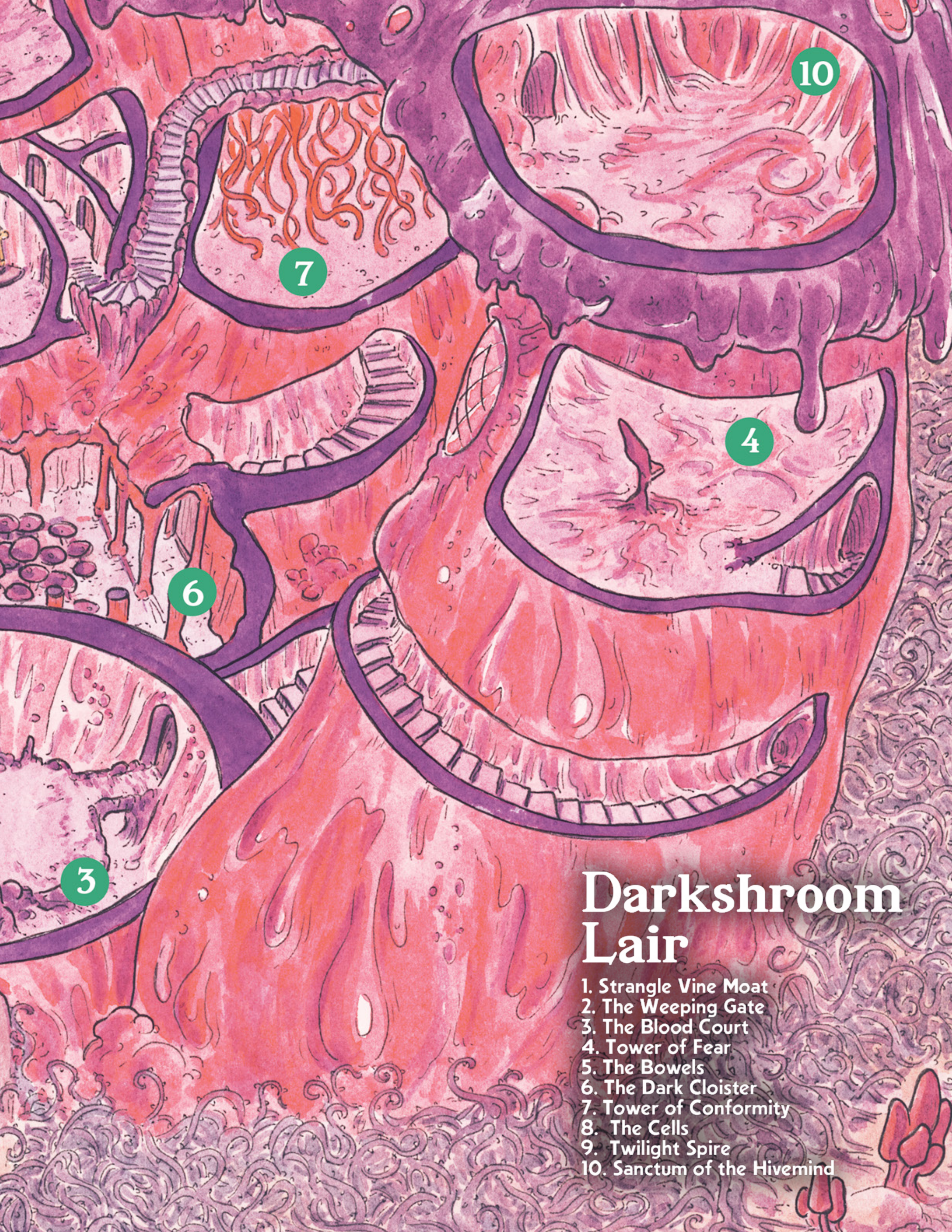


Darkshroom Lair

1. Strangle Vine Moat
2. The Weeping Gate
3. The Blood Court
4. Tower of Fear
5. The Bowels
6. The Dark Cloister
7. Tower of Conformity
8. The Cells
9. Twilight Spire
10. Sanctum of the Hivemind

The Gwarglebeast Den

Hex 2.4. The den is home to one of the most dreaded creatures in all the Land of Eem. Damp, pulsing fungal growths line the cavernous walls, stretching between pillars of stone like connective tissue. Hot, thick air that's wet with humidity washes over anyone who enters. Clawed footprints of tremendous size are stamped into the earth. These tracks are so large that one could easily mistake them for trenches scraped out of the ground by a Shrym tunneling machine. The oppressive environment, the heat, and the rampant fungus are telltale signs of a **GWARGLEBEAST** and those who enter this lair would be advised to beware.

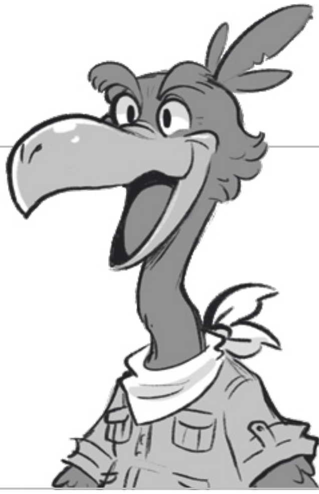
RUMORS

- A fearsome gwarglebeast lives in a den along the cliffs of the Toadstool Forest.
- A welkin zoologist came to the Fungal Jungle to study gwarglebeasts but hasn't been heard from in months.
- Many explorers and hunters have lost their lives to the gwarglebeast of the Toadstool Forest.

DR. WEENDLE SPROUTFOOT

The preeminent welkin zoologist and academic lecturer from Cloudcap, Dr. Sproutfoot is the foremost expert on gwarglebeasts in the Land of Eem, despite never having seen one. The good doctor has been hiding in an elaborate, well-stocked fungal blind, waiting to get a glimpse of the creature in the flesh.

- **Traits:** Over eager, boundlessly optimistic, entirely out of their dept.
- **Motivation:** Dr. Sproutfoot's knowledge is entirely derived from books. They have no field experience, and they are on their first trip to the Underlands. This expedition is just what they've been looking for!



LAIR LAYOUT

AREA 1: THE SLURRY

A whirling pool of muddy slop and grime bubbles putridly from a crack in the center of the cave.

- A hungry **LEADRALPHER** (L8-B) roots around the banks of the slurry, unaware that they are in a gwarglebeast den.
- The slurry is mostly salty mud, but there are bits of bone and half-digested fish mixed in. Wilderness Check: This isn't the work of a **GWARGLEBEAST**, but rather of some giant aquatic creature in the Underdeep. There must be a flooded tunnel below that leads to the Underdeep.
- Should the PCs explore this dark, muddy, flooded tunnel, they will emerge in a pocket of the Underdeep where a large, placid, and blind **LIGERSHARK** (L6-C) swims in water illuminated by glowing algae. There is a wrecked submersible of some kind with 3 diving suits, a crossbow with a harpoon and rigging, and a half-finished map of the Underdeep inside. The pilots and explorers are gone.
- Beyond the cave, a **RANDOM MAZE** leads to Area 2.

AREA 2: THE CLIMB

A sheer, jagged drop-off leads down a rocky cliff with limited hand holds.

- Athletics or Nimbleness Checks are needed to climb down the cliff safely.
- **STYGOBITERS** nest in the walls of the cliff. Make a Sneak Check to avoid them, otherwise they attack, imposing Disadvantage on the climb down.
- A ledge large enough for the PCs is situated halfway down the cliff. A well-timed grab onto the ledge could save someone falling if they succeed at another Athletics or Nimbleness Check.
- A **RANDOM MAZE** at the bottom of the cliff leads to Area 3. The notebook that Dr. Weendle Sproutfoot dropped lies on the ground just before the exit of the maze.

AREA 3: THE NEST

Bones, scales, and patches of fur litter the ground in a huge ring.

- A **GWARGLEBEAST** (L9-C) snores in a huge, bony nest in the center of a cave with a very low ceiling.
- The ceiling is so low, it's a wonder the creature doesn't bump its head into the stalactites, but it seems cozy, snug, and fast asleep.
- An old skeleton in a suit of rusty armor with a backpack is mixed in among the bones, loose scales, and patches of fur in the nest. An Ancient Hoard is in the backpack.

The Zaraknaʼrawr Cave

Hex 14.12. A monstrous **ZARAKNAʼRAWR**, otherwise known as a fungiformus tyrantula, once laired here. The beast was slain by Coop Cooperson, a student at Dungeoneer Academy who wielded a *Relic* sword called the *Crystal Blaze*.

RUMORS

The dreaded Zaraknaʼrawr of the Mushroom Maze was defeated, but the arrival of another one is inevitable. The old zaraknaʼrawr cave is bound to be full of lost treasure accumulated over centuries.

LAIR LAYOUT

AREA 1: THE CAVE MOUTH

A huge, thirty-foot opening is large enough for a full grown zaraknaʼrawr to squeeze through.

- The air inside is still thick and musty, with a haze of spores.
- White, sticky webs plaster the ground among rocks and rubble.
- A horde of **SPONGOSAURS** (L5-G) feeds on the white, sickly mushrooms growing everywhere.

AREA 2: THE CENTRAL CAVERN

While the central cavern is wide open, it somehow feels claustrophobic. Strong sticky webs still cling to the rocks.

- The husk of the dead zaraknaʼrawr still lies in the center of the cavern, slowly decaying over time. Its soft bits have already been ravaged by scavengers, but there are 3 **ZARAKNAʼRAWR HUSKS** (p413).
- There's a high ledge that can be climbed up to. There's nothing up there, but it provides a vantage point from which to see a hidden hole in the opposite cave wall near the ceiling that leads to Area 5.
- The cavern walls still have prey wrapped in webbing and plastered to the wall. Within are the bones of critters and creatures like **GURBLEPIGS**, **QUOBS**, and even a **FEARBOLG**.
- Tucked away in the back of the cavern, a sheet of thick webbing on the ground conceals the way into Area 3.

AREA 3: THE BROOD HOLE

A pit dug out of the ground is hidden by a thick cover of webbing.

- Make a Might Check to cut through the strong webs, revealing the hole. A pungent blast of air makes anyone nearby sick, inflicting 1d6 Dread.
- Inside the hole are pulsating eggs the size of boulders. Lore Check: Zaraknaʼrawr young take years to grow within their eggs, and, once hatched, the young will eventually fight and devour each other for supremacy.
  - If the eggs aren't destroyed, a **ZARAKNAʼRAWR** (L6-C) will eventually reappear and cause havoc in the Fungal Jungle.

AREA 4: THE MOUNTAIN PASS

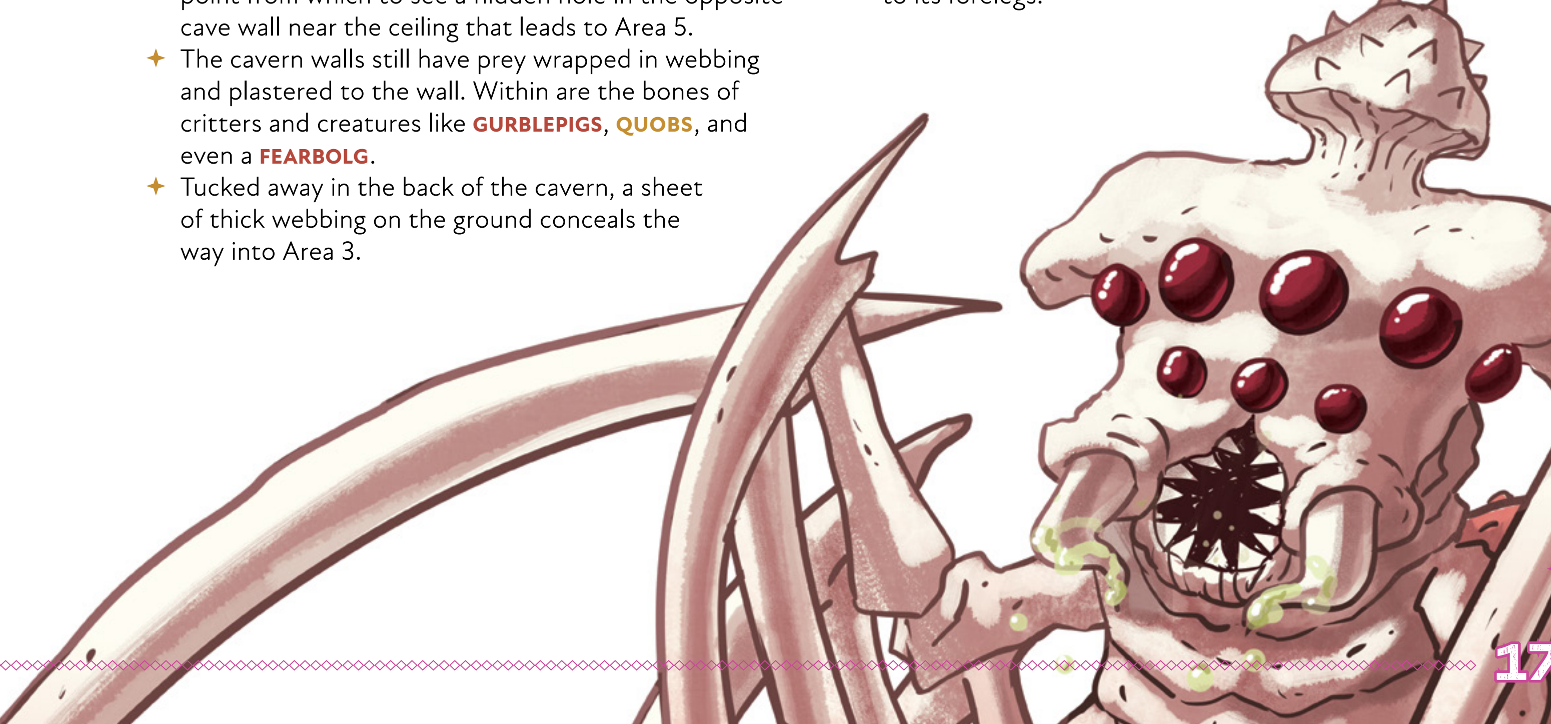
A wide, winding tunnel cuts through the Whitecap Mountains.

- PCs can travel an extra Hex per day through the tunnel.
- A **GIANT INKPOT SPIDER** (L7-C) has taken up residence in the tunnel now that the zaraknaʼrawr is gone. It's sleeping after a big meal, but if a PC gets caught in its web, the creature wakes up to investigate.

AREA 5: THE HIDDEN HOARD

The wide flat hole leading to this area is only visible from the ledge in Area 2.

- The only way to reach the hole is by climbing the cavern wall, which is sheer in some places. The hole is bigger than it looks from the ground level: about 10 feet wide, 4 feet tall, and 20 feet deep.
- This is less a traditional hoard than it is a refuse pile with interesting things in it. An Ancient Hoard is among the filth and bones. The zaraknaʼrawr would use the hole to scrape off bits and items stuck to its forelegs.



CHAPTER 3

SHIMMERING SHAR

An otherworldly region of glittering crystal landscapes, frozen caverns, and volcanic activity, the Shimmering Shar is rarely explored, except by the most daring adventurers. Though dangerous, it is laden with mysterious beauty—crystal spires stretch from cavern floor to ceiling amidst forests of million-year-old stone formations, and the cavernous skies twinkle with rich minerals and gems, while an entire weather system cycles through the landscape as methodically as summer, winter, and spring.

For generations, dweorgs have written poetry about the Shimmering Shar; their rhythmic rhymes, accompanied by their trademark hollers, can sometimes be heard echoing through the grand expanse of its sparkling depths. In ancient times, great kingdoms of gelatinous goos and mung were said to be hidden within the gleaming caves, places where innovation and knowledge were currency, and where secret walls housed thousands of people all striving to better their world. But times change, and though these civilizations have faded to mere memory, the lustrous promise of a colorful, prismatic world of stone and crystal remains as intriguing to adventurers as ever.

CENTRAL CONFLICTS

- Tycoons are looking to expand further into the Shimmering Shar to claim its natural resources, while their detractors believe the region should only be explored and not exploited.
- The age-old conflict between gelatinous goos and mung is coming to a head. After years of silence, a splinter group of gelatinous goos are fighting back.
- Questing Felmog Knights, sorcerers, and morally dubious dungeoneers are flocking to the Shimmering Shar to unearth forgotten items of power.
- Brigands harass travelers along the Old Dwarf Road, crippling trade and creating fear and uncertainty along the ancient route.

SETTLEMENTS

- City of Slime (p182) - ***Hex 21.21***
- Jellyhaven (p196) - ***Hex 38.18***

SITES

- Dwarf Road Tavern (p202) - ***Hex 8.19***
- Vraag Outpost (p204) - ***Hex 49.25***

POINTS OF INTEREST

- The Crystal Kingdom (p206) - ***Hex 23.23***
- Gootonia (p213) - ***Hex 7.21***
- Farwar Caverns (p217) - ***Hex 44.20***
- The Forge of Kra (p219) - ***Hex 5.29***
- The Red Maze of Ra'tha (p220) - ***Hex 17.27***

ZONES

- The Burning Fields
- Crystalline Desert
- Devouring Gorge
- Goraxia
- Ice Tongue Caverns
- Kingdom of the King Delvers
- Old Dwarf Road
- Shimmer-Snow Steppes
- Stone Shar Forest

LAIRS

- Audrastica's Keep (p240) - ***Hex 5.23***
- Audrastica's Tomb (p245) - ***Hex 30.25***
- Broken Tooth Flat (p249) - ***Hex 40.25***
- Caverunner Lookout (p250) - ***Hex 44.14***
- Grave Burglar Grotto (p252) - ***Hex 51.22***
- The Hidden Base (p254) - ***Hex 36.26***
- Horg's Hold (p256) - ***Hex 14.24***
- The Red Cave (p258) - ***Hex 12.19***
- Shadow Gap (p260) - ***Hex 26.28***

Settlements

City of Slime

Hex 21.21. A wonder of the Shimmering Shar, the City of Slime is a massive jewel of ooze that hangs upside down, firmly secured for hundreds of years by the excreted mucus of a million million **MUNG**. Discovered by Underlanders fairly recently, the City of Slime is the largest congregation of mung in the world and the center of their civilization. Gooey rivers oozing through vast tunnels of solidified slime connect two great chambers, the Bulbwash and the Moot.

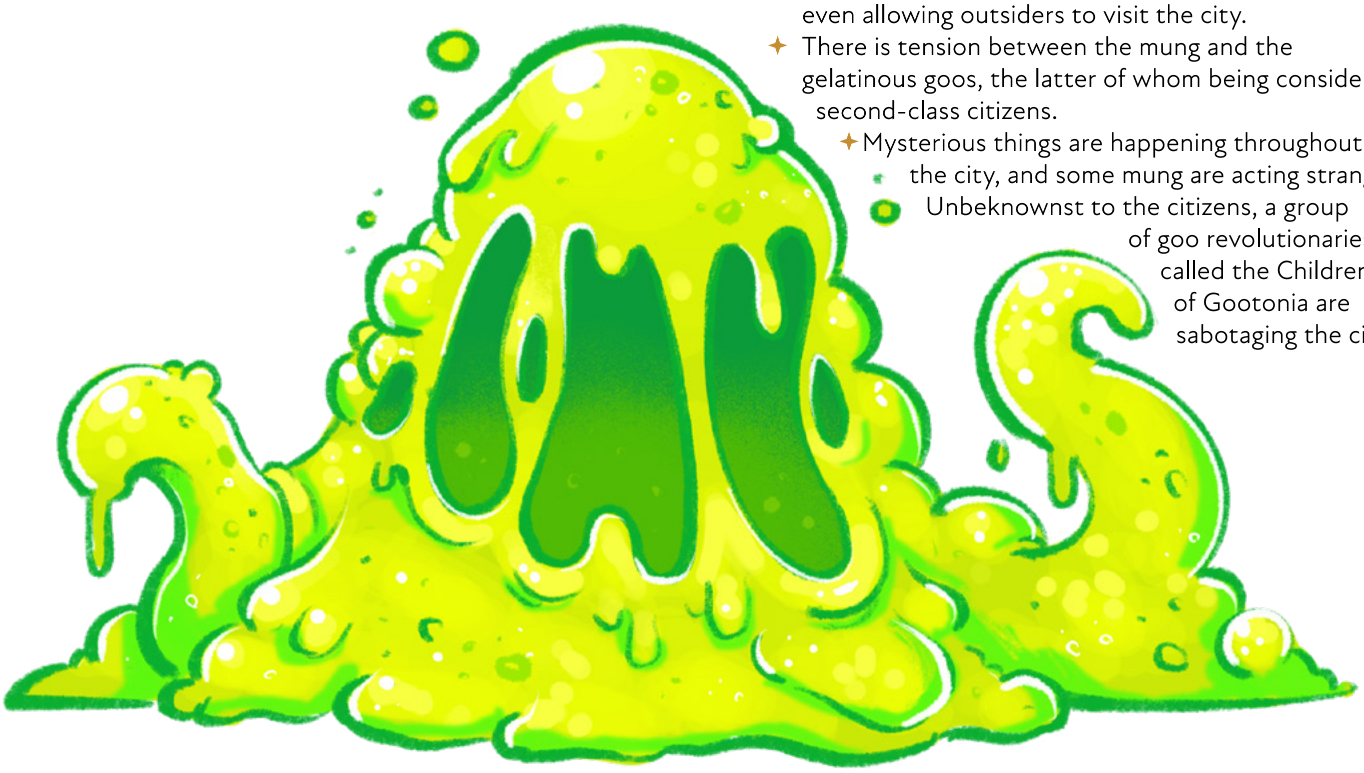
The mung have recently opened their slimy doors to outsiders who dare to enter their domain. While not cordial by any standard, the mungs' demeanor toward visitors is merely standoffish rather than outright hostile. The city is accessible by slime elevators that drip down to envelop visitors before sucking them back up inside the city like a bully's threatening loogie.

DISTRICTS

- Bulbwash
  A cloverleaf junction of the slime rivers that roil and bubble through the city's network of tunnels.
  - Garlan's Gloop Canoe
  - Bubbling Garden
  - The Slick
- The Moot
  A massive congregation of mung that have combined into a pulsating super-organism.
  - The Great Mung
  - The Slimecomb
  - Mung Militia Command Post

WHAT'S GOING ON

- The Great Mung used to be bent on war and conquest, but they have softened in recent years, even allowing outsiders to visit the city.
- There is tension between the mung and the gelatinous goos, the latter of whom being considered second-class citizens.
- Mysterious things are happening throughout the city, and some mung are acting strange. Unbeknownst to the citizens, a group of goo revolutionaries called the Children of Gootonia are sabotaging the city.



BULBWASH

Tunnels weave and interconnect in a large web, and rivers bubble within each of them as mung citizens travel from one place to another. A wide river of pulsing, green slime bisects two structures of solid, dark green, translucent mucus that rise out of the slime like towers.

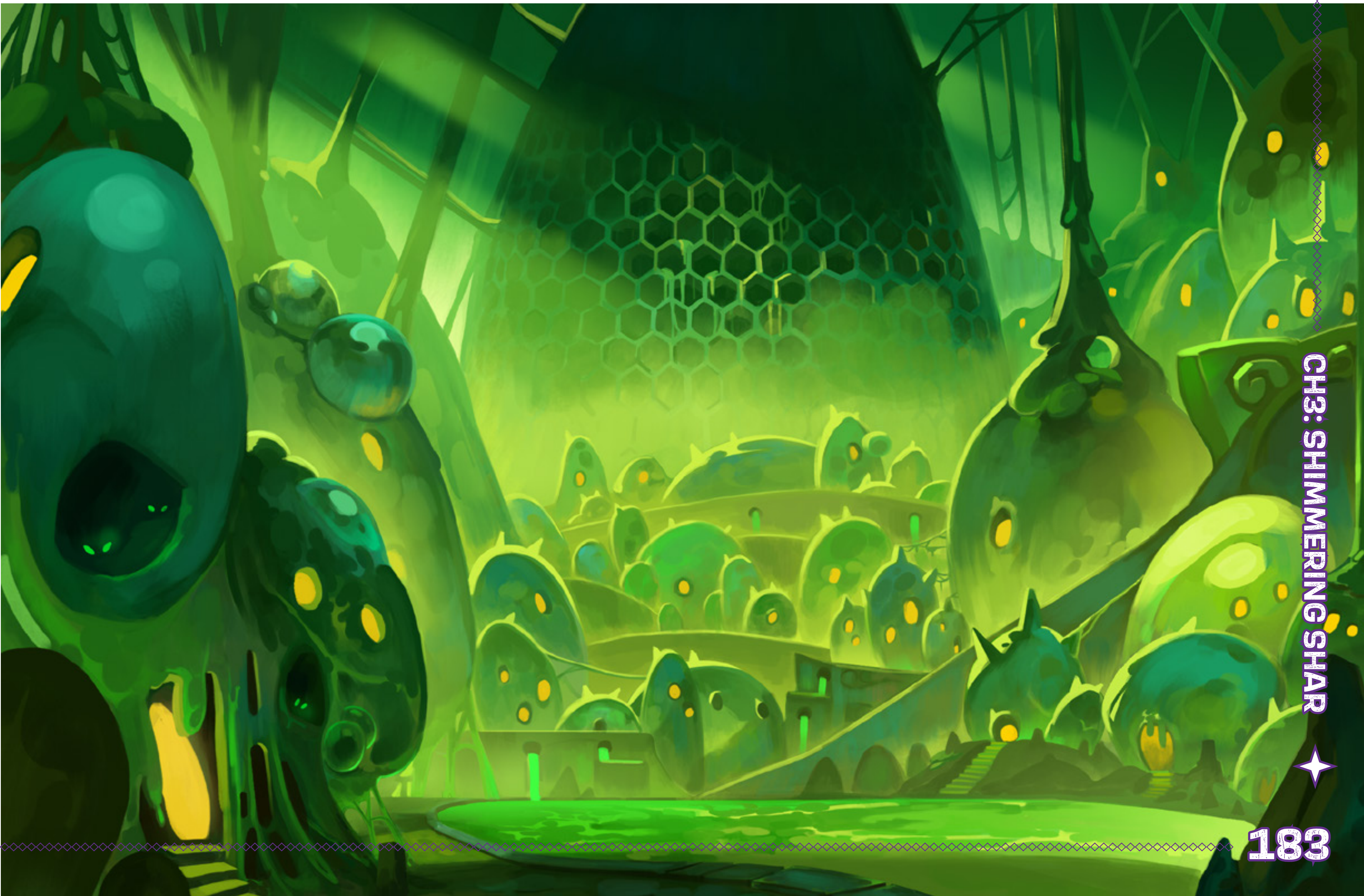
Visitors and foreign residents within the city are typically restricted to Bulbwash unless the Mung Militia grants them special permission to travel elsewhere. Unless using a canoe from Garlan's Gloop Canoes, traveling from location to location requires a Travel Check (encounters always involve **MUNG**).

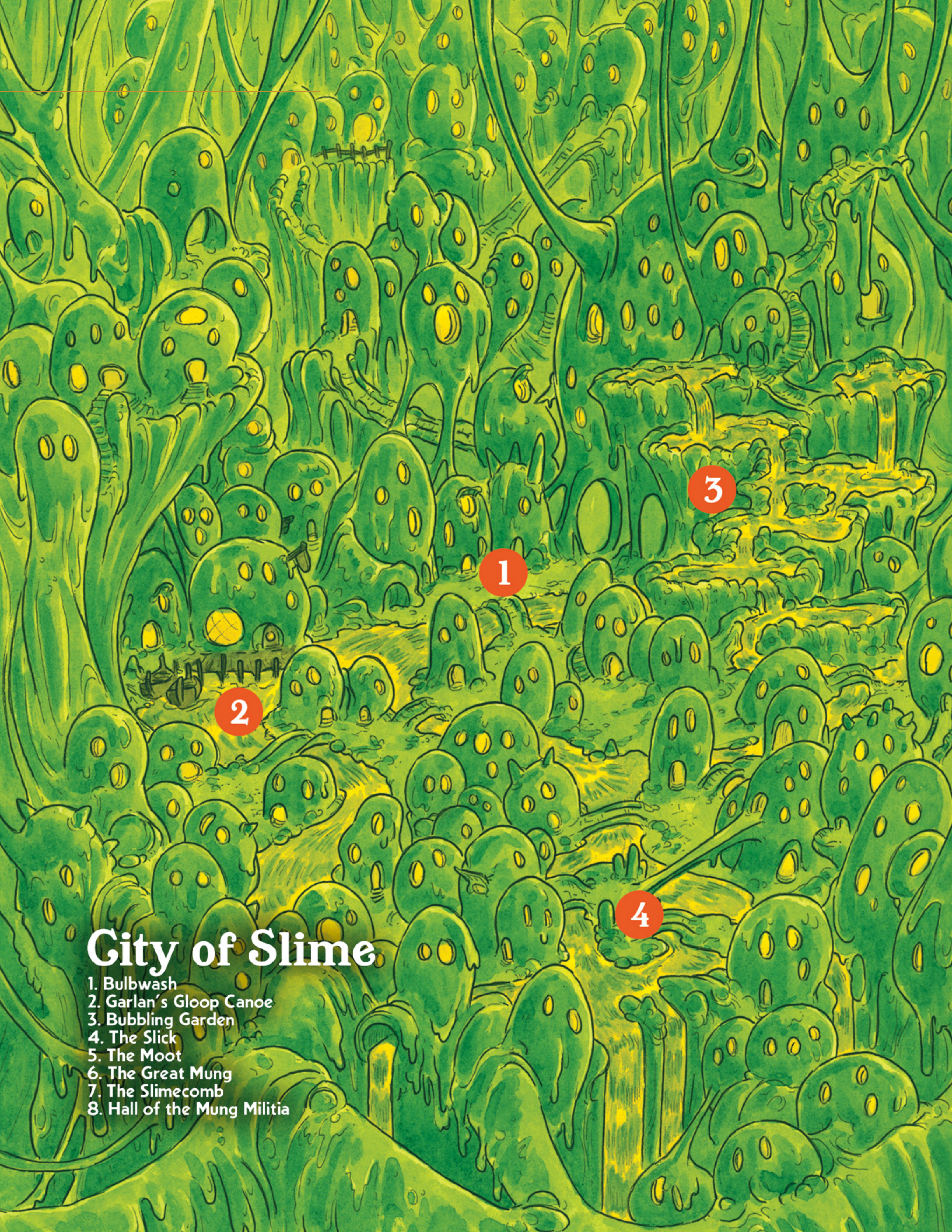
SIGHTS AND SOUNDS

- A huge mung trailed by a dozen little mung leaps into the river and is carried off to the Moot.
- The dissolving bones of a large creature bob down the river.
- A gondola filled with tourists makes its way down a slime river.
- A mung tends to a garden of pink toadstools springing from pools of neon green ooze.
- A gelatinous goo haggles with a mung over the cost of a pair of goggles that neither could really use.
- A boggle collects dripping gunk from a rock and sniffs it, licking his lips.

RUMORS

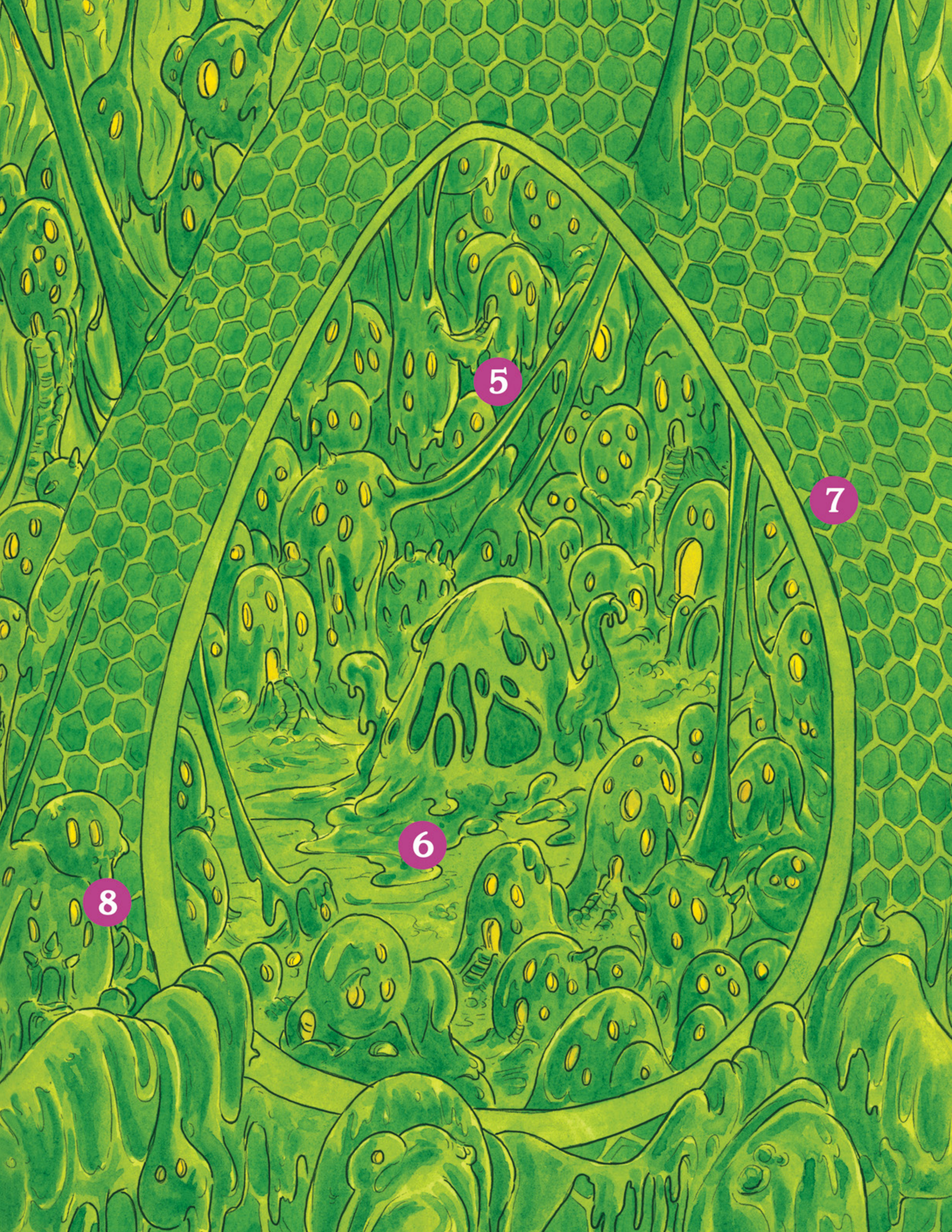
- A mysterious pollutant threatens the health and safety of the City of Slime and the mung that dwell there.
- Rivalries between mung and gelatinous goos are reaching a fever pitch.





City of Slime

1. Bulbwash
2. Garlan's Gloop Canoe
3. Bubbling Garden
4. The Slick
5. The Moot
6. The Great Mung
7. The Slimecomb
8. Hall of the Mung Militia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GARLAN'S GLOOP CANOE

Built onto a wooden platform anchored at the center of the Bulbwash, a miniature harbor of canoes bob in the bubbling slime. The canoes are owned and operated by Garlan Garlan, a goblin entrepreneur who charges outsiders Copper 🪙 to rent a canoe to explore Bulbwash (and the Moot if the PCs are granted access). The goblin also hosts sanctioned tours for folks just visiting the gloopy wonder that is the mung capital.

Without a canoe, PCs would be wise to wear hazmat suits or the4 like, because prolonged contact to the slime of the rivers corrodes items and causes skin irritation (1d4 Dread every day, except for gelatinous goo and mung PCs).

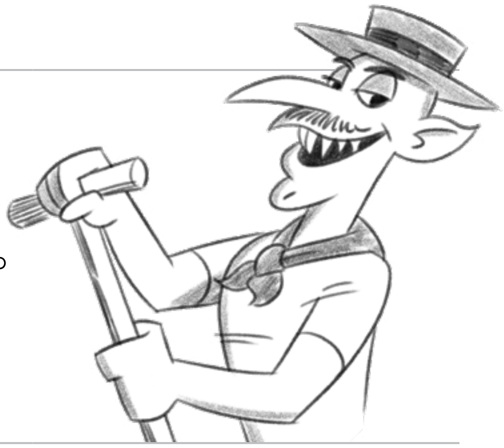
OUTBOUND RUMORS

- The Great Mung is acting kinda strange lately, and their grumbles rumble the whole city.
- The mung are certainly more accepting of outsiders, but there's still bad blood between them and the gelatinous goos of the city.
- Strange shadow people are rising out of the Abyss and scaring the local moledwerps.
- Mung are worried about a secret lair called Jellyhaven, a hive of outlaws and villains.

GARLAN GARLAN THE FIRST

A rogue dungeoneer with a knack for getting into tricky places, Garlan made a small fortune and founded Garlan's Gloop Canoe to exploit the average Underlanders' need for a boat in the City of Slime. His business is frequented by explorers and tourists alike, and his canoes are pretty much the only way to get around the City of Slime without getting really sticky.

- **Traits:** Booming voice, speaks fluent Mung and Gelatinous Gooese, can't stop smiling.
- **Motivation:** Corner the canoe market in the City of Slime.



QUESTS

THE BLACK SLUDGE

Garlan Garlan has had to close up shop due to the slime rivers solidifying with a black, gooey sludge of unknown origin. Garlan is less concerned about his business than he is about some mung who have been acting oddly. He's certain something is amiss with the sludge and pleads for someone to investigate it.

- A group of goo insurgents called the Children of Gootonia (p343) have contaminated the slime with petrifungus, a rare mold that hardens slime. Mung who are infected will start acting strangely until they eventually solidify, becoming stone-like and immobile.
    - The effects of petrifungus can be reversed with curatives—a mixture of **LATTICE FLOWE**r, **ARGENT TENDRILA**, and **LUMINESSE**—but mixing enough on a large scale is a challenge.
- The petrifungus can be traced back to a **MUNG** (L7-G) named Ogmoth who was paid off by the Children of Gootonia. Ragnar recalls seeing a furtive mung skulking about a few weeks ago, someone with orangey-yellow tinted slime, which suggests they work in the maintenance rivers of the city where old, waste-filled slime takes on that color.
- Ogmoth works in river maintenance in the bowels of the city, pushing out waste clumps. He is bitter because his petitions to merge with the Great Mung have been denied on several occasions, despite his belief in his own worthiness.
- If confronted, Ogmoth attempts to flee by squeezing through a well of viscous slime in the floor. The drop from the bottom of the City of Slime to the rocky ground is fifty feet. Their other option to pursue him is to use a proper slime elevator, which takes several minutes.
- Ogmoth hides in a crack in the ground to escape. If left alone, he makes his way to Jellyhaven (p196).
- **HEROIC TITLE ACHIEVEMENT:** Cure the petrifungus ailment affecting the mung or the city itself.
    - ***The Purifier*** ♔. Each session, clean up a pollutant in an isolated area, or cure the **POISONED** Condition.

BUBBLING GARDEN

Pools of multicolored ooze swell and pop throughout a swamp-like expanse. Mung caretakers methodically mix the different substances, practicing a nearly-forgotten art—the subterranean alchemy of mixing slime. Here, mung (and other Underlanders) from far and wide spend good money to acquire powerful slimes and oozes to use in their adventures.

THE BUBBLING DELICATESSAN

Casual seating surrounds several pools of bubbling slime, where mung cooks boil items for consumption. The full menu looks more like the inventory list of an item shop than that of a restaurant, but a convenient visitors' menu is available for those who prefer somewhat edible food.

VISITORS MENU

Costs Copper 🪙.

- Slime Gruel: Slimy, lumpy, and green. Goes down like honey with none of the sweetness. Gain +1 Might and suffer -1 Nimbleness for a day.
- Boiled Leather: Any desperately hungry dungeoneer worth their salt has at least considered eating their shoes once before. Gain +1 Mettle and suffer -1 Vitality for a day.
- Bone Jelly: Where do the bones come from? Quit asking questions. Heal 4 Courage.
- Slime Balls: Quality Rations. A bitter, earthy taste, but filling and convenient.
- Bubble Butter: A gooey, translucent blue slime that bubbles at room temperature. A favorite of athletes who want to stay hydrated. Add to a Cooking recipe to grant Advantage on Athletics Checks for a day.
- Greezel Ooze Buns: The mung take on a beloved Underlands snack—a greasy, sweet-bun made from the secreted moisture of various fungi, now with more green ooze flavor. Gourmet Ration. Gain +1 Mettle for the session.

BOZLAH'S INDURATED OOZE INVENTORY

Bozlah the oozesmith forges *Magnificent* weapons made of hardened, green slime. Costs Silver 🪙.

Indurated Ooze Blade: [slash]

- Indurated Ooze Halberd: [cleave]
- Indurated Ooze Arrows: On a Critical Hit, corrode *Mundane* armor.
- Indurated Ooze Armor: Medium Armor. Immune to corrosion effects.
- Indurated Ooze Shield: Medium Shield that is immune to corrosive effects.
- Ooze Cured Boots: Sticky ooze soles that make climbing a breeze. Gain Proficiency in Climbing.
- Ooze Oil: Make any surface slippery.

THE OOZE MARKET

Ooze Master Ozo sells their proprietary slimes and oozes for Gold 🪙. All items have a 1d6 Usage Die unless otherwise noted.

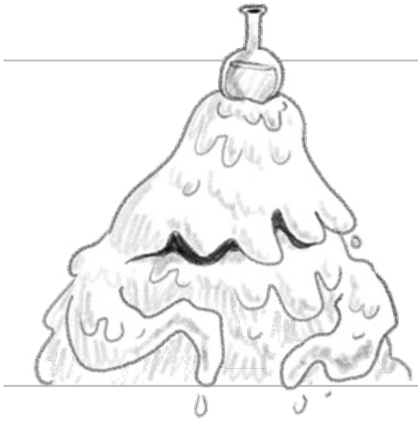
1. Mood Slime: Throw or rub on a living creature or critter to change their temperament to friendly.
2. Giggle Grease: A highly slippery substance that makes a giggling sound when applied.
3. Power Goop: A Gourmet Ration that prevents or removes the **TIRED** Condition for 1 Day.
4. Loose Mouse: A greasy, green substance that loosens locking mechanisms opening them without a key.
5. Gigagunk: A small, colorless putty that, when wet, instantly swells into a 10-foot diameter ball with the consistency of clay.
6. Rhyme Slime: A kind of mung chewing gum that freshens the breath and grants +1 Charm Checks for the day.
7. Scum Snuff: A powderized snuff that, when sniffed, provokes a massive, jarring sneeze.
8. Mighty Mucus: Also known as a lorgad loogie. When hands are plunged inside it, this viscous sneeze-in-a-bag grants +1 Might Checks for the day.
9. Glitterglop: A foamy, glittery, malleable mound of glop that ricochets easily. Make Nimbleness Checks to pull off trick throws that would otherwise be impossible.
10. Boiling Butter: Not to be confused with the delicious dairy treat, this boiling butter is a festering sneeze-in-a-jar that rapidly boils when exposed to air and inflicts 1d10 Dread.
11. Ozo's Ointment: A blue, gummy gelatin glob that heals a **WOUND**. (Ancient 🪙)

RUMORS

- You can buy amazing ooze products only available in the City of Slime.
- There's mung and a gelatinous goo who are best friends in the City of Slime, so perhaps there is hope after all for an alliance between the two species.

OUTBOUND RUMORS

- There's a place in the Fungal Jungle called Boon Witch Grotto with amazing potions and items of witchcraft.
- Gootonia might not be completely destroyed, but there is likely nothing left of value.



OOZEMASTER OZO

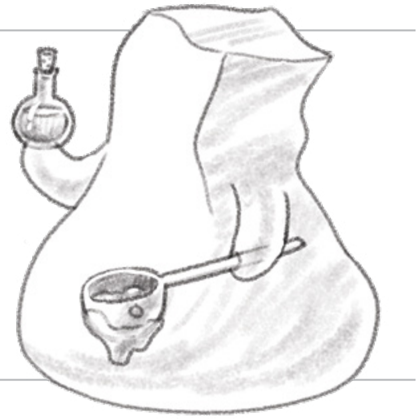
A graying, languid mung, Oozemaster Ozo is probably the greatest slime alchemist in the Underlands. Born in the City of Slime, Ozo and their gelatinous goo companion Jummy are the architects of the Ooze Market, where their oozes are mixed and cultivated.

- **Traits:** Slow talking, master alchemist, no samples.
- **Motivation:** Share the wonder of ooze with mung and outsiders alike.

JUMMY THE GOO

Despite age-old tensions between mung and gelatinous goos, Jummy is Ozo's closest friend, as both are lovers of slime. For years they have worked together, toiled together, and even faced adversity from their respective species due to their partnership. But they've stuck together through thick and thin.

- **Traits:** Loyal, loves rumors, blurts out secrets.
- **Motivation:** Being much younger than Ozo, Jummy is poised to one day take over the Ooze Market and is writing a book of slime recipes.



QUESTS

AGE-OLD TENSIONS

Tensions between mung and gelatinous goos are high, not only because of the threat of the insurgents called the Children of Gootonia, but also due to the gang activity in the Slick. Jummy and Ozo have even been threatened and had their storefront vandalized by the Loozer gang. Citizens are even calling for a boycott of Ozo's Ooze Market, because Ozo is best friends with a gelatinous goo! Could you talk some sense into mung folk and convince the gangs to stop fighting?

- Two-ton, the leader of the Loozers, commands a big, formidable gang. He's adamant about wanting gelatinous goos out of the city, and he won't stop—not unless the Great Mung commands it.
  - Two-ton might also change his tune if his sister's taboo romance manages to sway him (see quest **The Loozers vs. the Gum-Dums**, p189).
- The mung citizens are hesitant to listen to outsiders, so it will take some creative thinking to make them see the light.
- If the PCs fail, the Loozers up the ante and destroy Ozo's Ooze Market. Then they take over the Bubbling Garden as well as the Slick.

JUMMY'S GUM

Jummy has been researching old Gootonia and made a remarkable discovery—tales of a miraculous power-conducting material called gazer gum. This unique substance was said to act like a kind of battery, similar to Shrym sputter-tech, but was organic, made from some kind of goo, either excreted or manufactured by the ancient goos. Jummy's books say the material was commonplace amongst guards and royalty. He's willing to share the discovery and any treasure with someone who can bring a sample back.

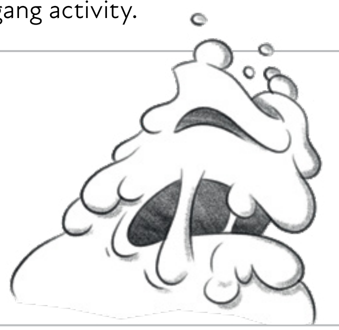
- There is a single specimen of gazer gum located in the Gootonian Palace Royal Armory. It is warm to the touch and draws the attention of **MAGMAR** who find its power and heat delicious.
- If the specimen is given to Jummy, he can eventually reverse-engineer the formula and build a gazer gum incubator. Gazer gum will then be sold at the Ooze Market for Gold 🪙, but Jummy will give each PC a free sample.
- Gazer Gum: 1d6 Usage Die. Power up a mechanical device or vehicle.

THE SLICK

A rough and tumble neighborhood—the Slick is a river of slime lined with dwellings and shops where outsiders, including gelatinous goos who are historically at odds with the mung, are allowed to live. Bridges criss-cross the river, and alleyways snake between the hardened slime buildings, providing darkened places for gang activity.

RUMORS

- A clandestine gang war has broken out in the Slick.
- The Loozer gang wants all gelatinous goos kicked out of the City of Slime!



TWO-TON

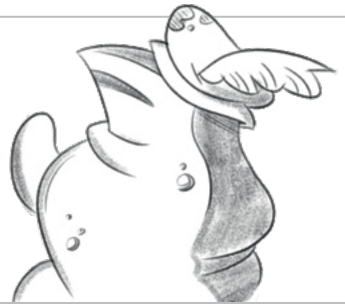
Leader of the Loozers, Two-ton wants the gelatinous goos run out of the city. He throws his weight around and rules his gang with an iron ooze fist. His sister Marl is secretly in love with Sharkey, and if he ever found out, Two-ton would do something drastic.

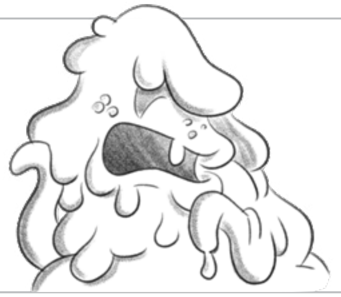
- **Traits:** Impulsive, loud, bubbles when he's angry.
- **Motivation:** Run the gelatinous goos out of the city and control the Slick.

SHARKEY

Sharkey leads the Gum-Dums, a gang of gelatinous goos. Sharkey is rough around the edges but charming, and although he puts up a tough front, he's literally and figuratively squishy inside. He hopes for a day when mung and gelatinous goos can put aside their differences, but until then, he will fight like hell against his oppressors

- **Traits:** Cocky, uncouth, secret sweetheart.
- **Motivation:** Fight back against the mung, especially the Loozers





MARL

Two-ton's younger sister is a member of the Loozers, but not by choice—all that macho malarkey doesn't suit her. Recently a romance has kindled between her and Sharkey, which is incredibly taboo in the City of Slime.

- **Traits:** Kind-hearted, outspoken, blushes easily.
- **Motivation:** Get the Loozers and the Gum-Dums to drop their conflict and make peace.

QUESTS

THE LOOZERS VS. THE GUM-DUMS

The gang fights between the mung Loozers and the gelatinous goo Gum-Dums have disrupted daily life in Bulbwash. The gangs are constantly at odds with each other, and the Mung Militia doesn't do much to stop the fighting. A mung named Marl approaches you and pleads for your help. No one else in this crazy town will listen, so maybe you outsiders will see her point of view. No one knows, but she's in love with a goo named Sharkey! And it gets worse—he's the leader of the Gum-Dums, and Marl's brother is the leader of the Loozers. Can you help Marl persuade Sharkey to leave town with her, or else convince her brother to leave the Gum-Dums alone?

- Sharkey tells the PCs to be quiet—no one knows about their relationship. He loves Marl, but he won't stop fighting for the rights of gelatinous goos in this city. He's got his family and friends to look out for, too.
- Two-ton is offended that outsiders are trying to tell him how to live in his own city. He asks why the PCs even care? What's it to them?
- If Two-ton finds out about Marl's romance, he wants Sharkey dead. A huge confrontation between the gangs becomes inevitable. If Two-ton and Sharkey get into a fight, use a Check of Fate to see who survives.
  - Either way, Marl is on the losing end of the conflict. If her brother dies, she can't forgive Sharkey. If Sharkey dies, she runs to the Great Mung and begs to be assimilated.

THE MOOT

The residential district of the city, the Moot is a honeycomb-like weave of hardened ooze, where hundreds of mung dwell. In the center, the Great Mung, a massive being of slime, sits on the slime throne. The Great Mung's word is law, and its bubbling heaves and reverberations are felt by every citizen of the City of Slime.

SIGHTS AND SOUNDS

- The Great Mung's voice bellows as they command a mung citizen to assimilate and become one with the Great Mung.
- Mung stare at you as you pass. They have no eyes but it feels very rude, nonetheless.
- Two mung have a dispute, and one begins to engulf the other, but no one seems to mind.
- Big slime bubbles pop from the ground until a brood of tiny mung emerge. They wail for food.
- There's a big rumbling horn-like sound, and the floor shakes like jello. The Great Mung just burped.
- A Mung Militia patrol stops and asks the PCs their business.

THE GREAT MUNG

RUMORS

- The Great Mung is the wisest creature in all of Eem and will answer any question.
- The Great Mung is a terrible beast that eats its own people.

OUTBOUND RUMORS

- The Children of Gootonia are a threat to peace in the Underlands, and their hideout must be found.

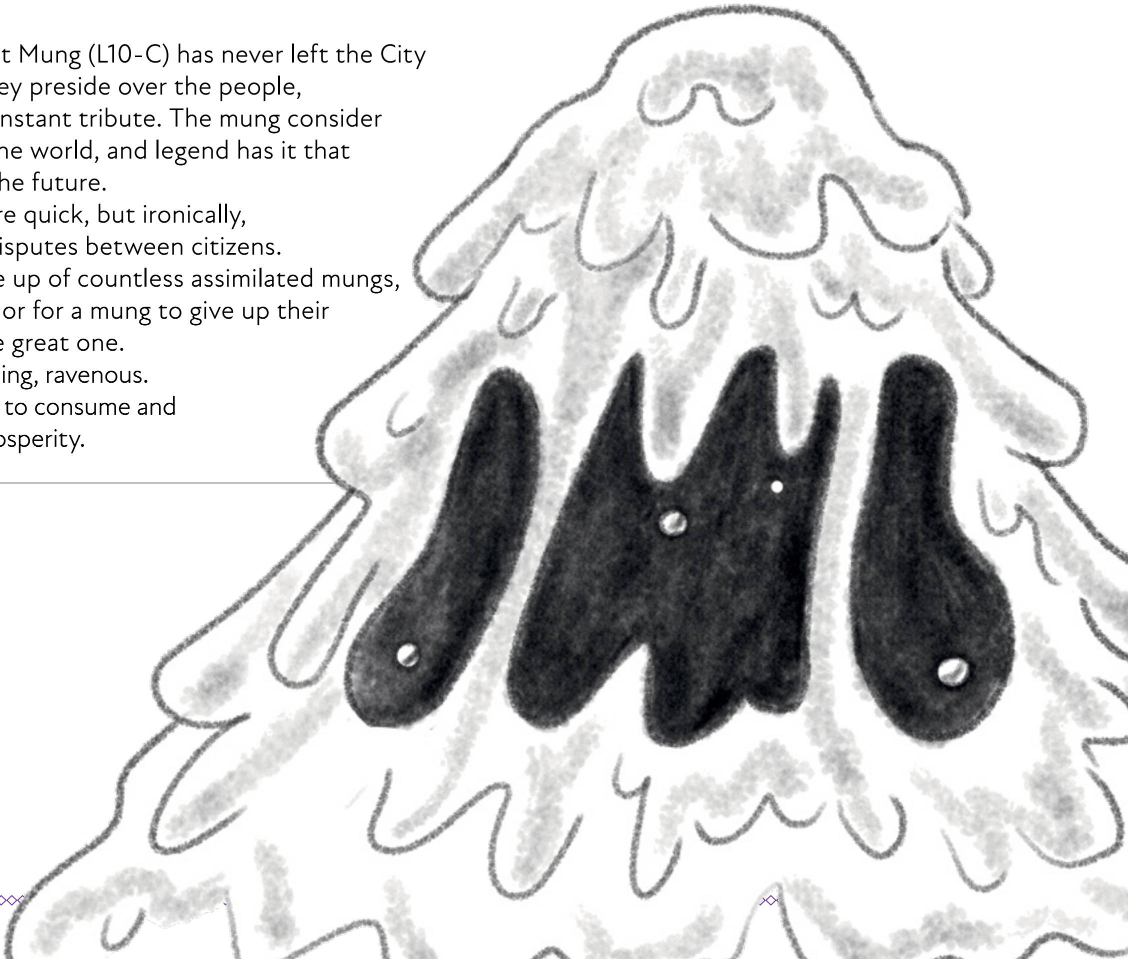
THE GREAT MUNG

A truly giant creature, the Great Mung (L10-C) has never left the City of Slime and never plans to. They preside over the people, dole out advice, and receive constant tribute. The mung consider their ruler the wisest being in the world, and legend has it that the Great Mung can even see the future.

The Great Mung's judgments are quick, but ironically, they consume the winners of disputes between citizens.

In fact, the Great Mung is made up of countless assimilated mungs, and it is considered a great honor for a mung to give up their consciousness to meld with the great one.

- **Traits:** Booming, condescending, ravenous.
- **Motivation:** They desire only to consume and guide the mung people to prosperity.



QUESTS

WISDOM OF THE SLIME

So you seek the wisdom of the Great Mung? They know much about the world. They are the wisest being in all of Eem! Answers, they will give you. But answers are not free. There must be tribute. You must go to Goraxia, slay a jelly monster, and bring it back to the Great Mung.

- The jelly monster the Great Mung is referring to is an **EXAJELLY**. Finding the creature is a matter of time and luck during exploration of the location (see quest **To The Underdeep**!, p229).
- If brought their prize, the Great Mung holds to their word. They will entertain several questions. While their answers will be accurate, they will always be tinged by a mung bias.

THE WALLS ARE CLOSING IN

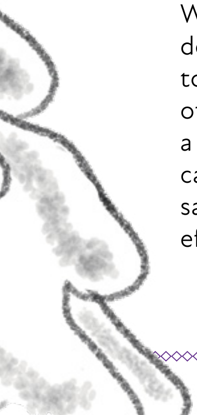
With the revelation that the very walls of the city have gained a mind of their own (see quests **The Missing Mung**, p192, and **Tourist Traps,** p193), Captain Zaglar in the Hall of the Mung Militia has decided that they must get to the bottom of this problem. To make matters extremely worse, the Great Mung is not acting like themself; they've been very aloof and disoriented. It's up to the Mung Militia—and perhaps you—to save the city.

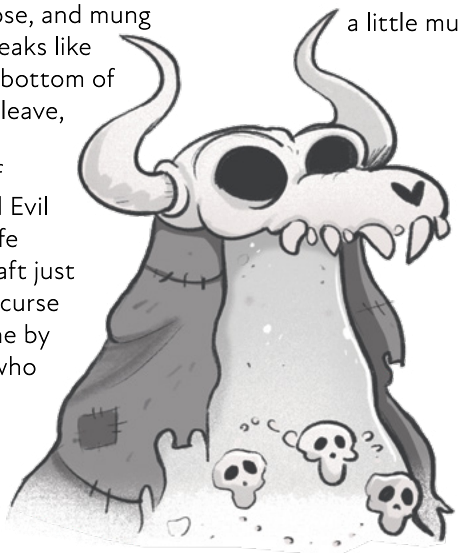
- The Children of Gootonia have cursed the walls to close in on the city, and ultimately the Great Mung. The merging of the city into the Great Mung could potentially create a Super Mung that would wreak havoc on the Underlands. Alternatively, it could cause the city to break free from the cavern's ceiling and splatter all over the ground.
- The Great Mung is acting incoherent and paranoid. They feel as if their mind is collapsing in on itself. "Curses!" they yell. If the PCs ask them too many questions, the Great Mung becomes angry and threatens to eat them.
- If the **CURSE** is allowed to progress, the city gets smaller and smaller, structures collapse, and mung citizens start fleeing the city. Slime leaks like waterfalls from several places in the bottom of the city. The Great Mung refuses to leave, however—as do many loyalists.
- The curse was put in place by one of the Children of Gootonia nicknamed Evil Weevil (p254) who has spent their life delving into the dark arts of witchcraft just to pull off something like this. But a curse of this magnitude can only be undone by a powerful magic user or the witch who cast it. In either case, a significant sacrifice must be made to undo the effects of the curse.

WHAT THE FUTURE HOLDS

So you wish to see the future? The Great Mung can see all. All that is and was and will be! What is it you wish to foresee? Do not answer, the Great Mung already knows. But there is something that you must do first. There is a faction of insurgents—gelatinous goos who call themselves the Children of Gootonia (p343). They wish for the Great Mung's demise. But they do not yet understand the beneficent glory of the Great Mung. Go forth and do the bidding of the Great Mung, for the future is murky and unclear on this matter.

- The gelatinous goos they speak of are a splinter group of insurgents from Jellyhaven (p196), who have branched off, operating out of the Hidden Base (p254).
  - The conflict between the mung and goos is ancient. Following the destruction of Gootonia at the hands of the mung, the goo people were dispersed across the Land of Eem. A small community formed in Jellyhaven, and other than the Children of Gootonia, most of those living there want to remain peaceful.
- It would be difficult, but not impossible, to convince the Children of Gootonia to drop their plot for revenge. They would be happier if the PCs helped them to enact their plans. See quests **The Black Sludge**, (p186); **The Missing Mung,** (p192); and **The Walls Are Closing In**, (p191) for details on their plans.
  - Either way, the Great Mung's limited foresight will only be satisfied if the insurgents either abandon their plans or are defeated.
- If the PCs end up satisfying the Great Mung, they will tell the PCs what they want to know about the future. As with any foresight, very specific details are always a little murky.





THE SLIMECOMB

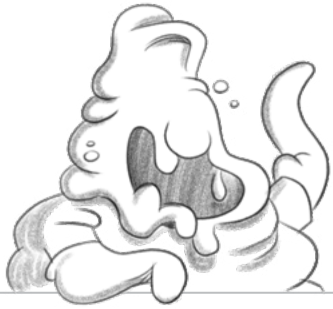
An incredible feat of natural engineering, the Slimecomb is like a massive slime honeycomb rising all the way to the cavern ceiling. An expansive wall of oozy dwellings where most of the **MUNG** citizens live encircles the huge central area where the Great Mung resides on the slime throne. There are a number of ways to traverse the Slimecomb: by climbing it, by using escalator-like slime rivers, and even by riding in “elevators” that engulf visitors and carry them up in a rising and falling loogie of slime.

RUMORS

- A mung named Bloog is extremely friendly to outsiders who visit the City of Slime.
- Mung citizens have been disappearing from the Slimecomb, and no one knows why.

OUTBOUND RUMORS

- Folks use newfangled vehicles to dive into the lake of Goraxia, despite the horrible monsters that dwell below.
- There is a quaint little town in the Abyss called Duskybottom that everyone should visit once in their lives.



BLOOG

If mung had eyes, most outsiders would get the stink eye. But not from Bloog. Bloog loves visitors and anyone from out of town and wants to ask them a million questions. What’s it like in the big city? Or up on the surface? Bloog wants to know!

- **Traits:** Curious, chipper, follows visitors around.
- **Motivation:** Learn about other people and cultures.

QUESTS

THE WORLDLY MUNG

Bloog is fascinated by other cultures and the outside world. But they would never dare leave the City of Slime. It’s much too dangerous! It would be nice, though, to experience strange things. Like weird clothes, strange snacks, interesting music, and even the famous pantomime performances of the goblin folk! Perhaps you could show Bloog such things. They would pay handsomely for it, to the tune of 6 pouches of Silver.

- Bloog can be convinced to leave the city and go on an adventure with the PCs, but they are very reluctant and afraid (Attack:-1, Defense:-1, Courage:10, Dread:1d6, Mettle:-2). Otherwise, they would love for the PCs to actually go out and bring back worldly items and experiences for Bloog whenever it is convenient.

THE MISSING MUNG

Mung citizens are disappearing from the Slimecomb at an alarming rate. Normally, this wouldn’t be a cause for concern as the Great Mung assimilates citizens every day, but something else is happening here. Something nefarious! Bloog the upstanding citizen believes this problem could use an outside perspective. Can you help them figure out where the missing mung have gone?

- Asking around the Slimecomb reveals that several mung have lost comrades that they knew personally. Due to their alien culture, no one except Bloog is really bent out of shape about it.
- If the PCs hang around the slime walls at night, they will be attacked by the wall itself (as Huge **MUNG** L5-C). It tries to devour them, and, in doing so, the PCs can see the dissolving slime of missing mung citizens bubbling within the walls.
- Unfortunately, they are all deceased and melded with the wall already. The mung are being snatched up by the city’s slime walls, which have been cursed by the Children of Gootonia, making them sentient and hungry, resulting in them closing in on and consuming the mung (this leads to the quest **The Walls Are Closing In** p191).

HALL OF THE MUNG MILITIA

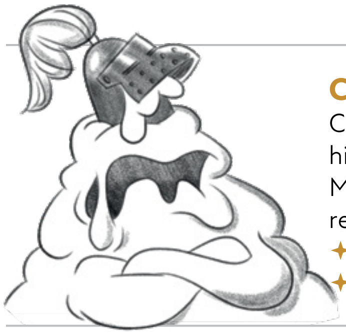
At the bottom of the Slimecomb, a modest hall of slime is dedicated to housing the Mung Militia. Historically, the Mung Militia have been an offensive force that attacked other folk, most notably the gelatinous goos. But in recent times, the Militia has become a defensive unit that protects the city from assailants. Inside, the Hall is rather featureless, simply offering a place to congregate, plan, and rest.

RUMORS

- The City of Slime is more open to visitors than it has been in recent years, but the Mung Militia still keeps a watchful eye on any outsiders.
- Moledwerp tourists have gone missing in the City of Slime.

OUTBOUND RUMORS

- Rumblings and earthquakes from the Abyss foretell a great calamit



CAPTAIN ZAGLAR

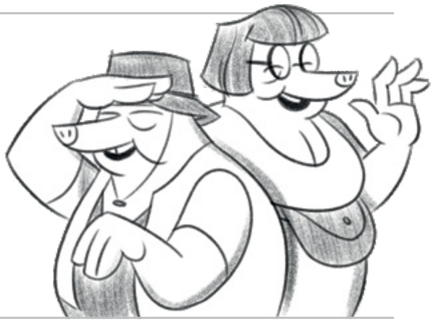
Captain of the Mung Militia, Zaglar commands those that keep watch in the city. He takes his job very seriously and considers it a great honor to care for the well-being of the Great Mung. He also pays special attention to the rare outsiders who visit and makes sure to remind them that they should be careful where they poke their noses.

- **Traits:** Fastidious, suspicious, grumbles.
- **Motivation**: Protect the city and the Great Mung.

THE TUDDLEMUNS

A moledwerp couple who have become avid tourists in their twilight years. They're making it a point to visit every settlement and tourist attraction all the way up to the surface of the world. And who knows? Maybe they'll keep going when they reach the Mucklands. Being quite bumbling and naive, they really shouldn't be doing this, especially not in a strange place like the City of Slime.

- **Traits: C**ocky, uncouth, secret sweetheart.
- **Motivation:** Fight back against the mung, especially the Loozers

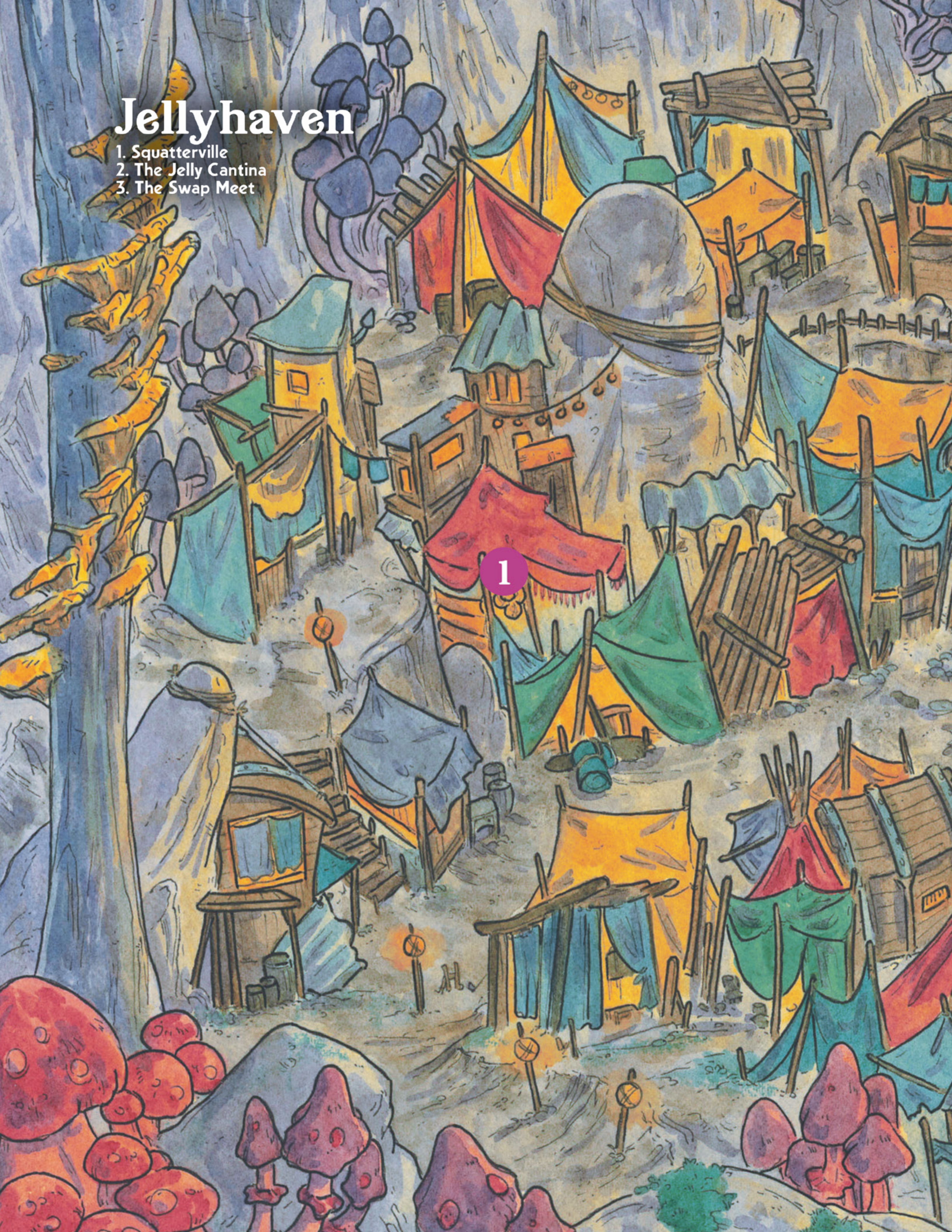


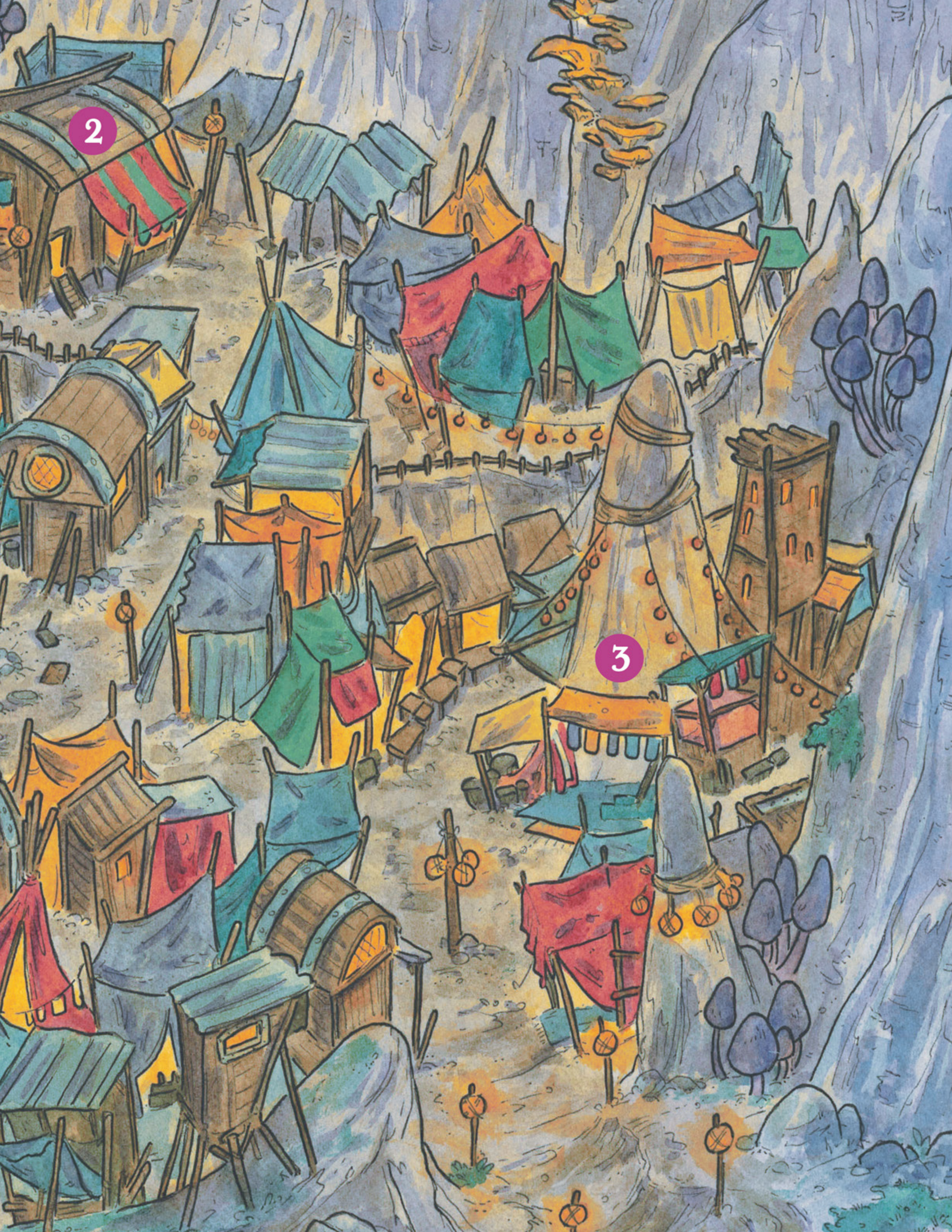
QUESTS

TOURIST TRAPS

Zaglar is concerned about an odd couple of moledwerps called the Tuddlemuns who entered the city last week. The mung was keeping tabs on them but got distracted by the gang conflicts in the Slick. And now no one knows where the Tuddlemuns have gone off to—not even the slime whispers their whereabouts.

- The Tuddlemuns went exploring where they shouldn't have and wandered into a dangerous part of Bulbwash. Mr. Tuddlemun insisted on collecting a jar of mung as a souvenir (a big no-no). Now they are trapped in a large dollop of slime like mosquitos in amber. The air bubble around their heads is sure to dissipate soon.
- Interestingly, when Captain Zaglar spoke to the Great Mung, they could not sense the whereabouts of the Tuddlemuns.
    - Something strange is afoot! A growing section of the city's slime walls is becoming autonomous and wants to devour the Tuddlemuns.
- If the PCs find the Tuddlemuns by searching the rivers in the Bubbling Garden, they discover the couple trapped by slime. The slime walls actually get angered and strike at the PCs if they interfere. Meanwhile, the Tuddlemuns' belongings have been destroyed by the corrosive slime, and they must be nursed back to health.
- When Zaglar finds out about the slime behaving in such a way he is deeply concerned. Never before have the city walls acted in an outward manner (this leads to the quest **The Walls are Closing In**).
- The Tuddlemuns, on the other hand, are largely oblivious to their near death experience and play it off as a little mishap. They ask if the PCs could be dearies and help them find some new clothes. They still have so many places to visit on their vacation! "I've always thought that it would be quite exciting to visit a gwarglebeast den..."


Jellyhaven
1. Squatterville
2. The Jelly Cantina
3. The Swap Meet
1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Jellyhaven

Hex 38.18. A place of refuge for wayward gelatinous goos—and anyone else for that matter. After the fall of Gootonia, there was a great diaspora of goos spreading across the Underlands and Mucklands. For years they had no community to speak of, as gelatinous goos attempted to assimilate into goblin and boggart society with varying degrees of success. It wasn't until some of the younger refugees along with members of the next generation of goos returned to the Underlands that a community congregated and Jellyhaven was born.

A small settlement of tents and makeshift shelters, tucked away in a hidden cavern in the Shimmering Shar, Jellyhaven is a far cry from the grandiose architecture and advanced technology of old Gootonia. But the folk here get by and lean on each other to survive. And Jellyhaven welcomes folks of all kinds: mutants, runaways, lost souls, and even outcast sarpathi. Far away from other settlements, no one bothers them here.

WHAT'S GOIN ON

- Lady Haven, the leader of Jellyhaven, fears the Children of Gootonia will compromise the peace that this city has afforded its residents.
- Just about everyone in town is running away from something, but they cannot run forever. Jellyhaven is slowly gaining notoriety beyond its safe walls.

RUMORS

- There is a secret settlement in the Shimmering Shar called Jellyhaven, a new town built by gelatinous goos.
- A splinter group of gelatinous goo insurgents called the Children of Gootonia are bent on destroying the City of Slime.

OUTBOUND RUMORS

- The ruins of Gootonia have been taken over by a mung despot.
- Gelatinous goos are treated terribly by the Under-Dweorgs in Zrr'ghgrg.

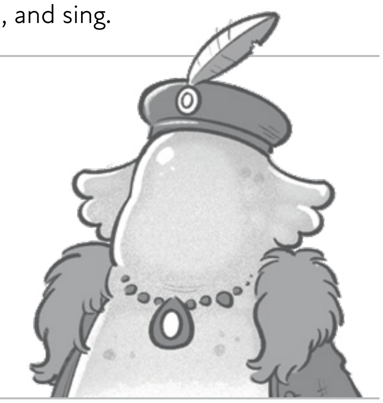
SQUATTERVILLE

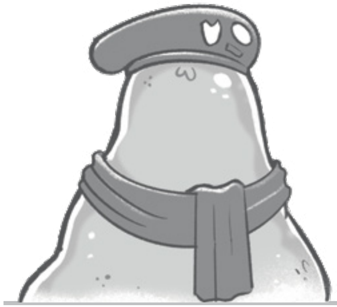
Anyone is welcome to stay in the area of Jellyhaven where residents live in tents, lean-tos, and small shanties built with scraps from the Dungeon Era. There are always extra beds and blankets for folks that pass through.Each night, folks sit around fires as they break bread, tell stories, and sing.

LADY HAVEN

Daughter of a member of the royal court of Gootonia, Lady Haven is one of the founders of Jellyhaven. She believes strongly in building a community on a foundation of peace and equity. Lady Haven oversees the day to day operations of the settlement, but does not claim to hold a position of power.

- **Traits:** Inclusive, collaborative, trustworthy.
- **Motivation:** Shepherd Jellyhaven and its people into a prosperous future.



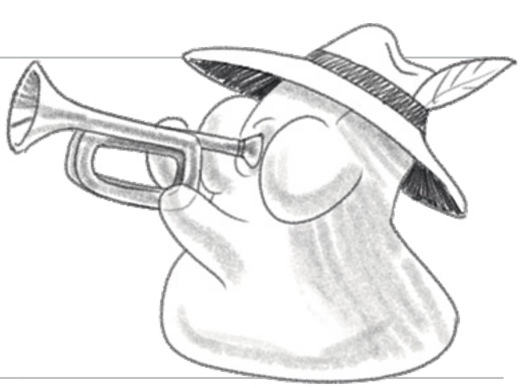


SQUEAKS

A young gelatinous goo who is worried about his siblings who have joined the Children of Gootonia, a group of insurgents that want to destroy the mung City of Slime. He probably would have gone with them, but Lady Haven stopped him, which he resents.

- **Traits:** Naive, frustrated, squeaky voice.
- **Motivation:** Join his siblings and friends who left town to join the Children of Gootonia.

CHEEKS



A gelatinous goo bard with a shiny trombone who found refuge amongst the folk of Jellyhaven after fleeing Port Lagoonie. They call him Cheeks because of the way his gooey cheeks puff out like balloons when he blows his trombone. Cheeks doesn't much like talking about his past, but both his jovial nature and poorly hidden melancholy are written all over his big, gooey face.

- **Traits:** Gentle, guarded, plays lively music.
- **Motivation:** Make amends for being a thief.

QUESTS

THE INSURGENTS

A group of disillusioned gelatinous goo youths have left Jellyhaven to start an insurgent faction called the Children of Gootonia, with the aim of destroying the City of Slime and rebuilding Gootonia. Lady Haven was adamantly against this idea, which resulted in a dramatic exit and some bad blood. She believes they are going to cause more harm than good. Please, can you talk some sense into them, and persuade them that continuing a conflict against the mighty mung force is only a recipe for more pain and suffering? They have a hideout somewhere in The Shimmer-Snow Steppes.

- Squeaks joins the PCs. He acts like he is going to help, but he really just wants to join the Children of Gootonia.
- Squeaks knows the way to the Hidden Base (p254). Unless he's with them, the PCs will be attacked when they approach the base.
- The Children of Gootonia don't appreciate Lady Haven sending random adventurers to negotiate. They are sick of hiding and believe that gelatinous goos deserve to rebuild Gootonia without fear.
- They tell the PCs to get lost unless they are willing to help them in their efforts.

SPRUCING THINGS UP

Jellyhaven is a humble settlement, and its residents do without a lot of amenities. Lady Haven would love it if the place was spruced up a bit: more lights, basic plumbing, sustainable gardens, structured housing, maybe even some decorations.

- The big challenge is acquiring and lugging all the materials from somewhere like New Delve City or Port Lagoonie to Jellyhaven without attracting too much attention.
- Bartleby's Barter Post could be an option for seeking help with installing plumbing and sustainable gardens.
- Whatever the PCs do, suspicious individuals catch wind of their activities: **MUNG** (L2-B) spies, opportunistic **BANDITS** (L5-G), and those searching for someone such as Aria the Half-Ear who is sheltered in Jellyhaven.

NO GOOD DEED

Cheeks admits he's in Jellyhaven because he's a thief. He stole a significant sum of money from Pilkey Pete in Port Lagoonie. Back then, he was out of luck, hungry, and took an opportunity to grab some coin when he needed it most, but now he wants to make amends. Cheeks is riddled with guilt, despite revealing that he shared the money with fellow paupers along the way and the folks at Jellyhaven. But rumor has it there's a price on his head, and he figures the right thing to do would be to turn himself in to Pilkey and ask for forgiveness. He's afraid to do it alone. Would you go with him?

- The bounty on Cheeks is worth twice what he stole: 6 pouches of Gold ⛁, and the reward is 12 pouches. If the PCs turn in Cheeks, he goes amicably to face his trial and they are awarded the bounty money.
- As a travel partner Cheeks is a joy to have around. He has the Bard Ability Campfire. However, he always plays his trombone, inflicting -1 to Travel Checks.
- Bounty hunting in the Underlands isn't for the faint of heart, which means many times hunters are either ruthless veterans or complete nincompoops. In the case of those hunting for Cheeks, it's both. Two different bounty hunters are on the case:
    - Gunny Twingle, a boggle **BOUNTY HUNTER** (L5-G) with a dream of being the next Kade Kadderan. Gunny Twingle suffers -3 to all rolls, but can't be reduced to 0 Courage. Nor can he easily be caught; he'll try to escape to set up a new ambush.
    - Gort Therro, a troll **BOUNTY HUNTER** (L5-C), is cunning. But he wasn't counting on the PCs, and definitely not Gunny Twingle who keeps bungling Gort's efforts.
- In Port Lagoonie, Pilkey Pete doesn't personally know Cheeks and doesn't care all that much about the missing gold. But his lawyers insisted on making an example out of Cheeks so they posted a huge bounty. Pilkey could be swayed to drop the charges because Cheeks is sorry and his cause was understandable, but Cheeks will need help from the PCs to state his case.
- If the PCs successfully negotiate for Cheeks to be forgiven, Pilkey pays them three pouches of Gold ⛁ and invests the rest of the bounty into a street urchin music program run by Cheeks.

THE JELLY CANTINA

Run by the General, the Jelly Cantina is a place where folks can take a load off, drink, and socialize. The General makes his own gooshine, an alcoholic nectar that was popular in Gootonia.

MENU

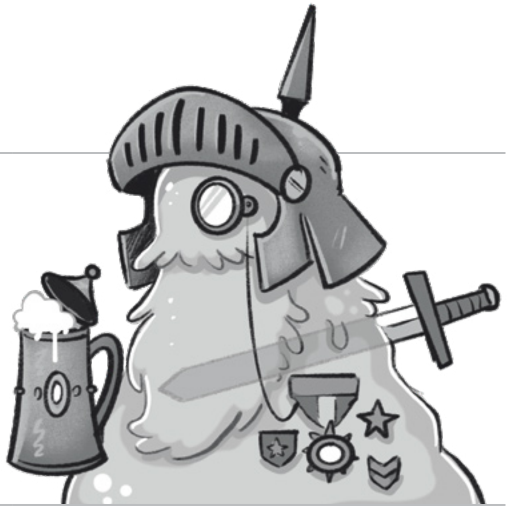
No money is exchanged in Jellyhaven, only bartering.

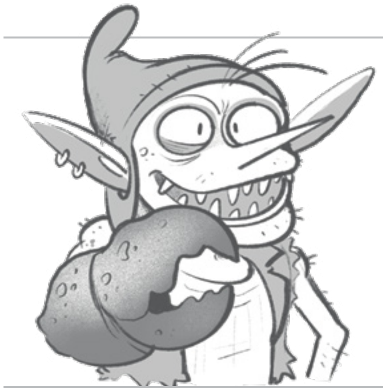
- Gooshine: A sweet light blue liqueur that tastes a bit like blueberries swimming in a tubful of booze. Gain +1 Charm for the session and +3 Temporary Courage.
- Pickled Gizzard: Slagmuncher gizzard soaked in briny goodness. Heal 1d4 Courage.
- Bowl of Rocks: Only nutritious for gelatinous goos, but it can be used by other Folk to settle a nauseous stomach.
- General's Own Gooshine Battered Boot: A literal leather boot, battered in a slurry of bread crumbs, gooshine, and a secret spice recipe that the General has literally fought wars over. Gain +2 Temporary Courage, +1 Vitality and -1 Athletics for a day.
- Wartime Waffles: A delicious replacement for your standard hardtack, this dense fungal waffle is cast in an iron press and topped with a salty-sweet, gooshine syrup that dries in a thin shell. Normal Ration that's only depleted on a 1.
- Volcanika Vudkotch: Served in a thimble, this spicy pick-me-up is served boiling hot and packs as much punch as troll whisky scorched in dragon fire. Gain +1 Mettle and Might, and -1 Vitality for a day.

THE GENERAL

A former officer of the Gootonian military, the General does his best to bring a sense of normalcy to Jellyhaven. That's why he started up the Cantina, to provide an old comfort through his traditional gooshine from back home. He's one of the few remaining folk who actually lived in Gootonia, so there's always a group of folks hanging out at the bar and asking him about the glory days.

- **Traits:** Sticks to his routine, storyteller, mentor.
- **Motivation:** Never let the memory of Gootonia fade.





THE CLAW

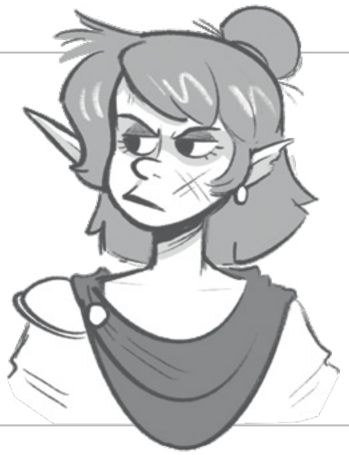
A mutant boggle with a huge, meaty crab claw, who was transformed by weird toxic waste in the Spill (see *The Mucklands Sandbox*). Fleeing the ridicule and ostracism of surface folk, the Claw retreated underground until he finally found Jellyhaven. Here, folks accept him for who he is, and his big, strong claw arm is extremely useful for lifting and cutting things.

- **Traits:** Quiet, happy to help, nervous around new people.
- **Motivation:** Live out a peaceful life for his remaining years.

ARIA THE HALF-EAR

Formerly a bandit, Aria is a boggart who is wanted in three different realms for grand theft and possibly other crimes that she doesn't want to talk about. Her name is the result of an escape from a Felmog Knight where her right ear got clipped as she slid through a closing double door. Out of everyone in Jellyhaven, Aria is the most on edge; she's just waiting for the day when her many pursuers show up for a reckoning.

- **Traits:** Sarcastic, uneasy, skeptical.
- **Motivation:** Escape her former life



QUESTS

A LETTER FROM THE CLAW

The Claw is sure that his family assumes he's dead and gone, which hurts his heart. If you are ever planning to head to the surface, could you deliver a letter to Rascalton? You'd need to find a lady named Pippa Pingle—the Claw's sister.

- The Claw's letter reveals that his real name is Kippa. He explains that he is alive and doing as well as can be, but he will not be returning to the Mucklands. He goes on to say that he has many regrets, especially leaving behind his nephew, little Arty. But the world does not accept Kippa any longer, and he's found a community that does.
- Pippa is nowhere to be found. A former neighbor finally reveals that she died a few years ago. If asked what happened to Arty, they say he was taken in by the Rascal Row Orphanage (see *The Mucklands Sandbox*).
- Arty Pingle breaks down and cries upon receiving the letter from the Claw. He remembers his uncle, who was a father figure to him, fondly. It was his own deadbeat dad that ostracized Kippa from the family after his accident.
- When the PCs leave, Arty follows them. He wants to go and see his uncle. Are they ever going back? Will they take him there? Even if they can't promise, Arty tags along with the PCs.

ARIA'S ASSASSINS

As you're minding your own business, you notice someone in a dark cloak acting strangely. Given Jellyhaven's residents, this isn't terribly out of the ordinary, so you let it slide. But all of a sudden, the person leaps up and brandishes a knife. They scream and lunge at a boggart woman nursing a drink, Aria the Half-Ear. The knife plunges into Aria, and she stumbles backward, surprised but apparently unharmed.

- The assassin is a Felmog **MERCENARY** (L4-B) named Haral Duun. He was hired by one Captain Cais Kolkanon to kill Aria and retrieve the precious *Relic* that she stole from him—a ring called *Luckwright*.
    - *Luckwright*: The first Dread suffered every session is Blocked. The wearer can't fumble items, stumble, or trip. Each session, reroll one roll. Spend 10 XP: Each session becomes once every session.
- It turns out that this is the second assassination attempt on Aria in as many weeks. Aria decides that her presence is putting Jellyhaven in too much danger, and she must leave. She asks the PCs for help dealing with Captain Kolkanon, but she doesn't want to give up the ring.
- If the assassin is killed, Aria discovers a note scrap while searching the body that indicates that Kolkanon will be at a place called Audrastica's Keep (p240) where the hired killer was supposed to deliver the ring.

BURIED FEELINGS

During the glory days of yore, the General undertook numerous campaigns for the benefit of Gootonia. One such was an organized march to uproot a pesky gwarglebeast. Though the mission was a success, the General lost track of a hidden cache of personal belongings he left in a hideaway somewhere on the Old Dwarf Road, just in case the gwarglebeast got the better of them. The trek is dangerous, but he'll pay handsomely with Ancient ⛁ to recover his belongings. The General can't recall where he was on the Old Dwarf Road when he buried his cache, just that it was "hidden away."

- The cache is located in Hex ___. It's an Old Hoard and also includes a petrified Ration and a small gem in the shape of a gelatinous goo. The gem is a depiction of Gemma, the General's sweetheart from long ago, and when it's held up to the light, it creates a perfect holographic image of Gemma.
- Folks in the Dwarf Road Tavern (p202) and Vraag Outpost (p204), as well as the troll Roldan Steektusk (p234), all recall a story about a gelatinous goo army marching along the road to slay a gwarglebeast, but none recall details. Roldan Steeltusk recommends talking to Old Bloop who still hangs around the ruins of Gootonia.
- Old Bloop knows the General personally, though they haven't talked in decades. He was a soldier and can name the exact location of the cache.
- If the PCs return the cache to the General, he rewards them with Ancient ⛁ and lets them keep everything other than the gem. He is so moved by seeing Gemma again that he begins to weep. She was his most dear sweetheart whom he left behind when he embarked on his campaigns. Fearing he would not return, he bid her a final farewell, breaking off their engagement. The General suggests the PCs follow their hearts whenever they can, "Because when you bury your feelings, you sometimes forget where you left them."

THE SWAP MEET

A collection of diverse vendors barter their eclectic goods here. The space is tight, but there are a dozen or so merchants displaying their wares on small, colorful rugs at any time. No one is overly pushy or rude, and excessive haggling is frowned upon. The Swap Meet has the items for sale of a small settlement (see *Core Rulebook*). No coinage is accepted, just bartering.

WARES OF THE EXILED

Items sold by the sarpathi called Zagru'niss the Exiled

- *Magnificent* Snake Arrows: 1d8 Usage Die. On a 9+ Hit, the target is **POISONED**.
- *Magnificent* Snaketongue Spear: [wicked]
- *Magnificent* Snaketongue Scimitar: [slash]
- *Magnificent* Snakehead Pauldrons: [grim]
- *Magnificent* Goldfang Bracers: [parry]
- Anti-Venom: 1d6 Usage Die. Cure **POISONED**.
- Poison Vial: 1d6 Usage Die. Anyone who ingests the liquid is **POISONED**. Weapons can be doused in poison. On a 9+ Hit, the target is **POISONED**.

JEWELS OF SKASH

Magnificent items sold by Washi, a skash refugee.

- Highborn Pendant: Royalty regard the wearer as a fellow noble.
- Garish Amulet: Peasants regard the wearer as royalty.
- Glittering Gold Ring: Once every session, gain Advantage on a Trickery Check.
- Skash Sapphire Ring: Gain +1 Courage for 5 sessions.
- Skash Emerald Ring: Gain +1 Quest Point for 5 sessions.
- Skash Diamond Bracelet: Gain +1 Block for 5 sessions.
- Skash Abyssium Amulet: Gain +1 Dread for 5 sessions.
- Skash Topaz Necklace: Gain Perfect Undersight for 5 sessions.

THE SPIDER'S THREADS

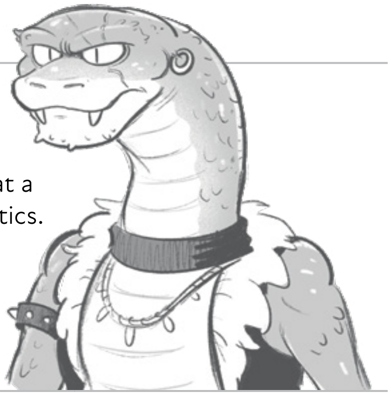
Magnificent items sold by Reeza the spithra.

- Gossamer Cloak: Grants +1 Block. Hide easily among spider webs.
- Gossamer Gambeson: Light Armor. One time use: succeed on a Defy Death Check caused by a pierce or slash **WOUND**.
- Fancy Threads: Regal tunic and robes, fit for a stylish noble.
- Spider Gloves: The wearer can climb sheer walls without Disadvantage. When paired with Spider Boots, the wearer can crawl like a spider on walls and ceilings.
- Spider Boots: Negates the effects of slippery floors and surfaces.

GELATINOUS GOODS

Items sold by Gordie the Goo.

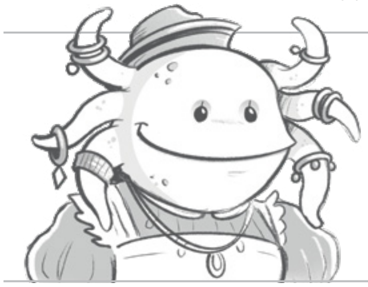
- Weevil Bites: Crunchy, bite-sized weevils, freeze dried for on-the-go eating. Quality Rations. Gain +1 Perception for a day.
- Edible Gems: Soft, squishy gems that taste like fruit candy, prepared with a unique process invented by gelatinous goos. Gourmet Rations. Gain +1 Quest Point for a day.
- *Magnificent* Goo Armor: Medium Armor. No Disadvantage on Sneaks Checks, and gelatinous goos can still flatten themselves, etc.
- Robotic Appendage: A metal grasping arm that allows a gelatinous goo to manipulate and use items with another appendage.



ZAGRU'NISS THE EXILED

Defier of Ehk, Zagru'niss led a revolt against the sarpathi cult that was squashed. He spent years on the run before settling down in Jellyhaven. Zagru'niss has heard that a faction of sarpathi live in the Red Maze of Ra'tha, but he does not align with their politics. He believes, rather, that the sarpathi are a broken culture that can't be redeemed. He has vowed to protect Jellyhaven from assailants.

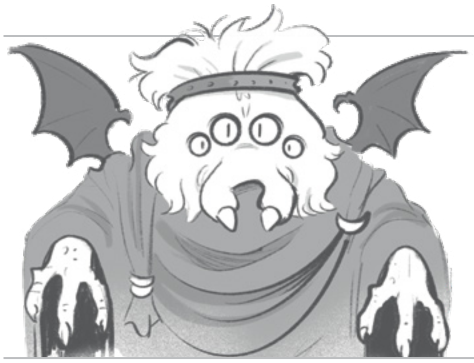
- **Traits:** On alert, knows what you need, slow rumbling voice.
- **Motivation:** Protect the supportive community of Jellyhaven.



WASHI

A skash whose home was destroyed by dweorg bandits, Washi enjoys the friendly environment here in Jellyhaven. She comes from a long line of jewelcrafters and has an array of jewelry that is both beautiful and useful. Washi, herself, is adorned in ornate rings, bracelets, and necklaces.

- **Traits:** Elegant, cheery, generous.
- **Motivation:** Bring joy and beauty to folks' everyday lives.



REEZA

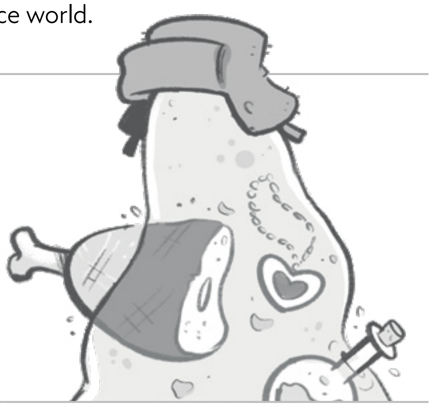
A spithra mutant with small bat wings, a crag lizard tail, and two scaly arms, which she hides under a cloak. Reeza specializes in weaving textiles for blankets and clothes that nearly everyone in town uses. She was cursed by a witch in the Quagmash, and soon discovered that folk took her for a monster. At one point, the notorious Big Fame Hunters (see The Mucklands Sandbox) were actively hunting her like an animal.

- **Traits:** Shy, lonely, misses the surface world.
- **Motivation:** Lift her curse.

GORDIE THE GOO

A gelatinous goo who specializes in food and gear made for gelatinous goos, Gordie sees a future where the folks of Jellyhaven don't need to live in hiding and fear. He's not sure that the Children of Gootonia are all that wrong in their methods, but he isn't a violent person. So he'll help their efforts in other ways without telling Lady Haven.

- **Traits**: Supportive, righteous at heart, whispers.
- **Motivation:** Help the Children of Gootonia by sending them supplies.



QUESTS

PLEA OF THE EXILED

Zagru'niss has heard rumors that sarpathi forces have returned to an ancient stronghold in Fangrise Peaks, and the terrible Lord Zorath plans to slay the last of the royal line who oppose the Cult of Ehk. The prince and princess must be saved if they still live. Go! Please. Zagru'niss will arm you to the teeth with his gear if you take up this quest.

- This leads to the quest **The Sarpathi Princess** (p92).

THE CURSED SPIDER

Reeza the spithra shyly asks if you'd be willing to do something quite inconvenient for her. You see, Reeza was cursed by a witch in the Mucklands realm, leaving parts of her body transmogrified, and casting a shadow of sorrow over her. She has been told that only the witch who cursed her, one Shallis Shadewand, can undo it. Would you take Reeza to the Quagmash and make the terrible witch change the spithra back to her normal self?

- Shallis Shadewand lives deep in the swamp of the Quagmash, in the middle of a place called the Gatormaze (see *The Mucklands Sandbox*). Her hut is surrounded by miles of **GLOOM** that the locals call witchbreath. Shadewand **CURSED** Reeza for traipsing through her domain. She cares little for the spithra's plight, thinking it's hilarious.
- If the PCs can't convince Shadewand, she offers to undo the **CURSE** if one of the PCs becomes her "eyes and ears," allowing her to spy through them with magic.
- Shadewand is interested in powerful items and the dealings of the Felmog, the Gloom King, and any other sorcerers or witches. If crossed, she sends her **HOMUNCULUS** (L6-G) minions to do her bidding.

SUPPLIES FOR THE REBELS

Gordie the Goo needs a secret favor. No one can know, especially not Lady Haven because she's adamantly opposed to everything the Children of Gootonia stand for. But Gordie believes the rebels must be supported and wants supplies delivered to them. Gordie is sure that Lady Haven will have questions, but don't implicate him. Then journey to the Children of Gootonia's secret hideout. Gordie's not exactly sure where it is, but he knows it's in the Shimmer-Snow Steppes of the Shimmering Shar.

- Lady Haven is very suspicious of the PCs buying several crates of Gordie's edible gems and weevil bites, not to mention an entire crate of goo armor. She grills them about what they're doing. If she ultimately suspects they are aiding the Children of Gootonia, she forbids them from leaving Jellyhaven. The PCs can still leave without resistance, but they won't be treated warmly in Jellyhaven anymore.
- The General, Zagru'niss the Exiled, and a bunch of other townspeople follow the PCs on their journey and try to stop them. They believe that the Children of Gootonia are compromising the peace that Jellyhaven has afforded all of its residents.
- If the PCs get into a Conflict, the Children of Gootonia arrive in the nick of time to help them. It turns out they have multiple informants in Jellyhaven. The Children of Gootonia don't hold back when they fight, and they may even go too far in attacking the concerned citizens, likely creating a complicated situation for the PCs.

Sites

Dwarf Road Tavern

Hex 8.19. Originally an ancient dwarven watchpost, the stones have since been rearranged and built into a three-story tavern. Few know of its existence, but those who do are grateful for a place of rest and relaxation. The place used to be run by a dweorg named Oomo until he mysteriously disappeared. Ever since, a new owner stepped in—one Main Gauche Meg, a friendly and seasoned adventurer. With new ownership, the place changed from a quiet pit stop to a rollicking all-night joint filled with interesting, if rowdy, characters.

MENU

Copper 🪙.

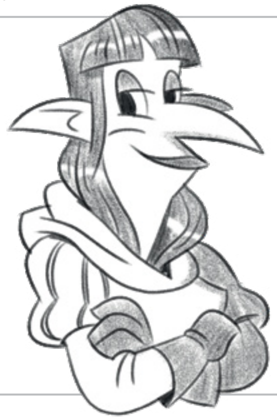
- Rascal Cider: Served ice cold. Gain +1 Charm and -1 Perception for 1 day.
- Under-Glog: A new twist on an old classic. Muddy, earthy, fungal tones give this alcoholic drink a complex taste that'll still put hair on your butt. Gain +1 Vitality and -1 Nimbleness for 1 day.
- Cave Oyster Chowder: Floating cave-oyster eyes swimming in a creamy broth of wompwalker milk and stalagmoss. Heal 4 Courage.
- Bad Plate of Clams: Bandy clams sauteed in a scorching hot magma sauce on a bed of live sinkworms. Heal 1 Courage and replenish a Quest Point.

RUMORS

- The Dwarf Road Tavern used to be a boring, empty hall, but now it's a lively dive bar full of characters.

OUTBOUND RUMORS

- New Delve City has a big crime problem, which makes it the perfect time to join in on the fun.
- There's a pesky troll who's trying to put an end to banditry on the Old Dwarf Road.



MAIN GAUCHE MEG

A happy-go-lucky goblin adventurer and thief, Meg never met a bloke she couldn't disarm with her wit or swordsmanship. She is the unchallenged master of the Cutpurse Thieves Guild based out of her tavern. Beloved by her crew, she encourages the thieves not to overdo it with the caravans and to strictly target the big dungeoneering tycoons as opposed to explorers.

- **Traits:** Charismatic, apologetic, despises change.
- **Motivation:** Keep her crew small, secret, and happy-go-lucky, all while living large off the fruits of the Old Dwarf Road's caravans.

AREA 1: THE TAVERN

A lively tavern, gleaming with lamplights and roaring with song and dance.

- The proprietor, Main Gauche Meg, welcomes any who enter the Dwarf Road Tavern for a drink and a hot meal. Meg delights in showing off her little piece of the world. She doesn't disclose that she is a thief and runs a thieves guild.
- Contrarily, the rest of the patrons are hard-looking brutes that eye the PCs.
- One patron, a short, stocky moledwerp with a funny looking face, signals the PCs to join them at their table, warning that things are not what they seem. The patron won't share his name, but a Perception Check will see right through his disguise.
  - The moledwerp is actually the dweorg Oomo, former owner of the bar who was ousted. Now disguised, he hides in the attic, planning his next move. After warning the PCs, Oomo slips upstairs unnoticed.

DWARF ROAD TAVERN LAYOUT

AREA 2: THE SECOND FLOOR

Creaking floorboards precede a stone hallway with six closed doors leading to lodging rooms. Lamps glow orange and stuffed animal heads glare from the walls.

- Room 1: Locked. Inside, a snoring **THIEF** (L1-B) babbles in his sleep about stealing a dragon's tooth.
- Room 2: Locked. Inside, a pair of **THIEVES** (L2-B) play Rascal Rummy and eat what looks like a giant blue roasted cricket.
- Room 3: Unlocked. Muster, a goblin housekeeper, is scrubbing the floors. He keeps his ears open and his mouth shut. But for Gold, he'll let the PCs in on a secret: "There's a dweorg feller lyin' low in the attic!"
- Room 4: Locked and chained shut. Inside is an Old Hoard of treasure stolen from caravans on the Old Dwarf Road. Breaking in will summon a group of **THIEVES** (6xL4-G) to protect their haul, including Main Gauche Meg (L4-C), who had hoped the PCs would simply either ignore the tavern or join her guild.
- Room 5: Unlocked. Empty but for a pair of suitcases with the initials: G. G. G. (Gurdo'gumo'gamalama) These briefcases belong to a traveling mushrum from the mushrum city of Mycelior in the Fungal Jungle, who has gone missing. Patrons of the tavern will remember seeing Gurdo palling around with a moledwerp with a big nose (Oomo).
- Room 6: Locked. A **TROLL** (L4-B) trims his beard with hedge clippers and will be furious if someone breaks into his room. The troll, who goes by Beardy Bill, threatens to alert Meg and get the PCs thrown out of the tavern if they can't convince him to stand down.
- Stairs lead up to the third floor of the tavern.

AREA 3: THE THIRD FLOOR

Gaudy but expensive-looking paintings of royal goblins and boggarts line the walls, hanging between six additional doors.

- Room 1: Locked. This room is completely empty, without even furniture or wall art.
- Room 2: Locked. This room is empty but fully furnished. Rats scurry under the bed. There is a hidden trap door under the bed with two pouches of Silver hidden inside.
- Room 3: Broken lock. A pair of **THIEVES** (L4-G) are caught trying to open up a chest at the end of the bed. Apparently, these two boggles are stealing back a pair of *Magic* pants that they refer to as the *Bull Rider's Leggings* from another thief who won them at cards.
  - *Bull Rider's Leggings:* Gain Advantage on Wilderness Checks to ride an animal that has been successfully Wrangled.
- Room 4: Unlocked. This room is set up as a resting area with tables and chairs, and several empty mugs of sticky Rascal Cider have been left here. A smoldering fireplace has burned papers in it which partially read, "O, Good news. Nail in the coffin. Expect them soon..." The only signature is an imprint of a nail in black ink.
  - Lore Check: This is the mark of The Black Nail, the crime lord of New Delve City (p27). This letter is in reply to Oomo's desperate plea for help to get his tavern back in exchange for trade manifests from merchants traveling on the Old Dwarf Road. Oomo stole the manifests from Main Gauche Meg some weeks ago and offered them to the Black Nail, who agreed to send **GANGSTERS** to retake control of the tavern.
- Room 5: Locked. This supply closet hardly has enough room for more than one person to stand. It contains mops, brooms, and buckets. Perception Check: A trap door in the ceiling that leads to Area 4.

AREA 4: OOMO'S HIDEAWAY

This cramped, dusty attic has stale air and cobwebs hanging between brittle cross beams of old wood.

- Oomo the dweorg, original owner of the Old Dwarf Road Tavern, is in the process of removing his disguise. Surprised, he pretends to be the moledwerp, but doesn't keep up the ruse for long. Oomo warns the PCs that they should leave—this whole place is ruled by Meg and her Cutpurse Thieves Guild.
- Oomo also warns that he's made a deal with someone even worse than Meg to win back his tavern, and if the PCs want to avoid trouble they should leave immediately! Oomo regrets making a deal with the Black Nail, but he felt like he had no other choice.
- Back in Area 1, there is a massive brawl taking place—chairs are being flung and tables are smashed as the Cutpurse Thieves duel with a horde of Black Nail **GANGSTERS** (12xL3-G, 2xL5-B). The PCs will be caught right in the middle of it. As for Meg, she puts up a tremendous fight, but ultimately the Black Nail will take over the tavern unless the Cutpurse Thieves are aided by the PCs.
  - If they help the Cutpurse Thieves, Meg and her thieves will consider the PCs friends. Oomo pleads with them as he's dragged away.
  - If they help the Black Nails, Oomo gets his tavern back and considers the PCs friends for life. But the tavern is now populated by Black Nails who care little for alliances with adventurers.

Vraag Outpost ♜

Hex 49.25. Built originally as a dweorg fortress for a forgotten war, Vraag Outpost is named for a mythic dweorg hero. As legend tells, long ago a band of miners were lost in the Abyss, but a noble dweorg named Vraag volunteered to find them. For five years Vraag was believed dead, but he eventually returned with the miners in tow. The story has it that Vraag found the miners early in his search, but was delayed by a series of misadventures that have since been collected in a book called Vraag the Lost, Vraag the Found. In honoring the tradition of rescuing the lost, Vraag Outpost is famous as a staging area for search and rescue expeditions. A statue of Vraag now stands at the outpost.

MUGWART'S SHOP

A Frontier shop (see *Core Rulebook*).

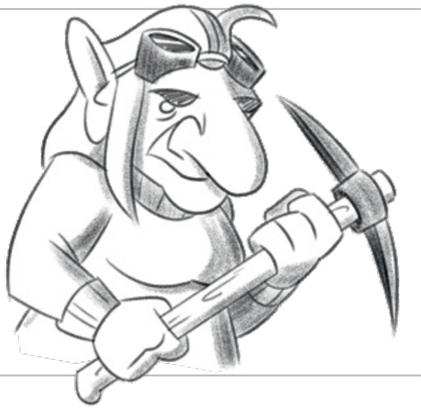
- Finder Services: A dweorg NPC that will accompany the PCs on a single journey to guide them and help them find something. Provides +1 to Realms and Search Checks. Gold 🪙.
- Qurr'gogurt: Tubes of dweorg-made quob yogurt that heals 1d8 Courage per day. 1d6 Usage Die. Gold 🪙.
- Sputter-Pick: A clockwork mining pick that grants Advantage on digging. Gold 🪙.
- SPL Brand Headlamp: Grants Undersight. Gold 🪙.
- Identiformulator: A device scanner that identifies materials. Gold 🪙.
- Retractable Rope: 60' of rope. (0) Slot item. Silver 🪙.
- Unassailable Co. Brand Lock-Breaker: A mechanical drill for Lockpicking. One time use. Silver 🪙.
- Krog & Sons, Inc. Metal Detection Strip: +1 Treasure Hunting. One time use. Gold 🪙.
- Critter Munch: Dweorg critter treat for wrangling critters. +1 Wrangle. One time use. Silver 🪙.
- Hot Air Balloon: A large inflatable balloon tethered to a 6-person gondola; useful for traversing the Great Chasm (p305). Tinker Check to regulate ascent and descent with its sputter-flame burner. Travel 2 Hexes per Travel Turn by air. When pulling the gondola as a wagon, travel only 1 Hex per day. Ancient 🪙.

RUMORS

- A prominent Dungeoneer Academy professor has gone missing in the Shimmering Shar.
- Subterranean Pits and Lairs have sent bounty hunters after an ex-employee.
- A troll working for Lord Broken Tooth is terrorizing the Old Dwarf Road.
- You can hire a finder at Vraag Outpost to aid in navigating and searching the Underlands.

OUTBOUND RUMORS

- The volcanic ruins of Audrastica's Keep are cursed but laden with wonders.
- Folk are disappearing along the Old Dwarf Road.
- Cave markings within Farwar Caverns are said to hide a secret fortune.



JOR'EE THE PINPOINTER

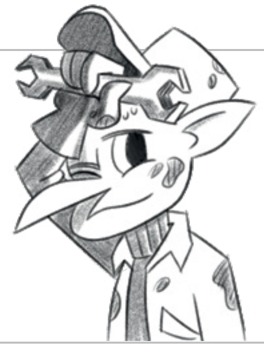
Chief Pinpointer of Lost and Found Co., Jor'ree the dweorg runs a crew of hearty adventurers that are often hired to investigate lost parties of explorers in the Underlands. In ten years, her company has been responsible for the rescue of over three hundred lost souls.

- **Traits:** Gruff, unexcitable, superstitious.
- **Motivation:** Jor'ee's parents never returned from an expedition to Audrastica's Keep. Now she wants to help people that get lost.

MUGWART FLECK

The boggle supply officer for Lost and Found Co., Mugwart refurbishes delving equipment discarded by the Big Three and resells it in perfect working order. Perpetually covered in grease, Mugwart practically lives in his workshop. He can fix any machinery or repair any item for Silver 🪙.

- **Traits:** Tinkerer, can-do attitude, loves comics.
- **Motivation:** It's dangerous out there and folks need good gear.



QUESTS

EXPEDITION TO THE WIZARD'S LAIR

Jor'ee has gotten an emergency request from Headmaster Geddy Vel Munchowzen at Dungeoneer Academy. Professor Scrumpledink, who teaches Riddles and Runes, has gone missing on an expedition to Audrastica's Keep (p240), and Jor'ee has been hired to find him. Based on the scope of the search, Jor'ee needs two teams, but she only has one hired so far. That's where you come in: Jor'ee is offering Gold ⛁ to the new Lost and Found Co. B Team.

- On the way to the keep, the A team acts condescending toward the PCs, making fun of their gear, mocking their appearances, and questioning their skills.
- Once inside Area 2: The Molten Bailey, a *Huge* **MAGMAR** (L6-C) rises from the lava and decimates most of the A team.
- Professor Scrumpledink can be found in the Spymaster's Quarters, captured by the **GHOST** there, and held by spectral chains (p243).

THE CAVE BANDITS

Mugwart Fleck is furious. Even in the Underlands he can't seem to escape the scourge of bandits. He's just gotten word that a huge shipment of discount delving gear from Unassailable Co. has been stolen, including a prized sputter-pick! Bring back the lost gear and Mugwart will gift you a high quality piece of gear from his shop.

- The delving gear shipment was traveling via the Old Dwarf Road, an ancient subterranean superhighway once used by the dwarves of the mountains.
- The **BANDITS** (L4-G) are led by a monstrous **TROLL** (L7-C) called Fragmak the Worrisome, a lieutenant of Lord Broken Tooth (p249). Fragmak is using the Old Dwarf Road as his own personal toll road. Fragmak is extremely intimidating and gives chase with his bandits if anyone travels on the road without paying Gold ⛁.
- **HEROIC TITLE ACHIEVEMENT:** Deal with Fragmak the Worrisome.
  - ***The Worrywarden*** ♔. PC gains +1 to Social Checks against **TROLLS** demanding tolls.

A LITTLE TURNED AROUND

Jor'ee needs help and fast! A pair of boggles from New Delve City have lost their companion on a death-defying expedition to the Kingdom of the King Delvers to study the great beasts. With nowhere else to go for help, they came to Jor'ee and her rescuers. Jor'ee is already knee deep in preparing for another search mission and is eager to find brave, kind-hearted souls to help the boggles rescue their lost friend.

- The boggles, Turny and Tabbs, lost their cousin Rylum somewhere when they got turned around in a giant maze of tunnels, deep in the Kingdom of the King Delvers—specifically in the **RANDOM MAZE** in Hex 51.18 (p232). Rylum has been hiding there, narrowly escaping dangers for weeks.
- If PCs bring Rylum home, Turny and Tabbs reward them with an Old Hoard and name several **KING DELVERS** that they are observing after each of the PCs.

SHIMMER BLIZZARDS AND WAYWARD LIZARDS

Jor'ee has received a request straight from the top of Subterranean Pits and Lairs, LLC. Apparently, two dratch bounty hunters have gone missing in the Shimmer-Snow Steppes while tracking down a dangerous saboteur. There's not only a pouch of Silver ⛁ for finding the bounty hunters, but also three pouches of Gold ⛁ for capturing the saboteur.

- The saboteur is actually an ex-SPL boggart employee from the Mucklands named Reedy, who discovered a dangerous business project that would destabilize the subterranean cavern beneath the Used T'be Forest, effectively causing a series of destructive sink holes. Reedy attempted to get this information to the royal Gargoons in New Delve City, but has been doggedly chased by bounty hunters. Reedy is currently lost in the Stone Shar Forest, after having eluded the bounty hunters in a blizzard in the Shimmer-Snow Steppes.
- The dratch **BOUNTY HUNTERS** (2xL4-B) are fighting for their lives, lost in the blizzard and running out of rations while harassed by local wildlife.
- If the PCs let Reedy go, they may be able to convince the bounty hunters to give up the chase. Reedy, on the other hand, asks the PCs to help him get safely back to New Delve City, granting +1 to Travel Checks while present.
  - If Reedy brings the info to the Gargoons, the relationship between the New Delve City royals and SPL takes a massive hit.
- If Reedy is handed over to the dratches, they'll give the PCs a pouch of Silver ⛁ as an advance on their own reward.

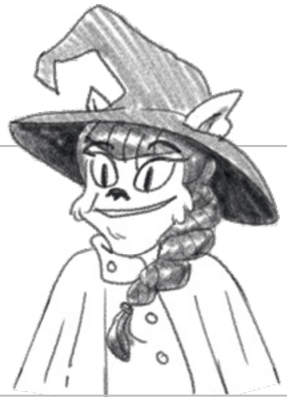
Points of Interest

The Crystal Kingdom

Hex 23.23. Majestic, prismatic crystal spires rise from the rock of an under-mountain, forming one of the great wonders of the world. Vast bulwarks of glittering geodes and fluorescent gems catch the light like stars. This ancient kingdom was not so much built as it was grown by the greatest civilization of dweorgs that ever lived. Long ago, after countless wars and natural disasters, the kingdom was abandoned. Today the Crystal Kingdom is riddled with dangers, but explorers and adventurers still dare its depths seeking treasure and knowledge. Few, however, return to tell tales of what they found there.

RUMORS

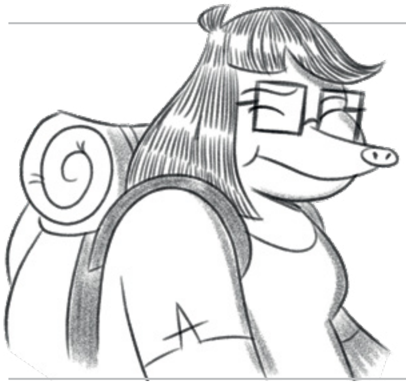
- Magical hoards are hidden within the Crystal Kingdom's dungeon.
- A priceless gem is said to be hidden in the heart of the Crystal Castle.
- They say the dead don't rest within the Crystal Kingdom.



LYZZA LITETOUCH

An adventurous kobold witch who entered the Crystal Kingdom to hone her skills. Clearly brave, if not utterly foolhardy, Lyzza's heart is in the right place, even if her head isn't completely snug on her shoulders.

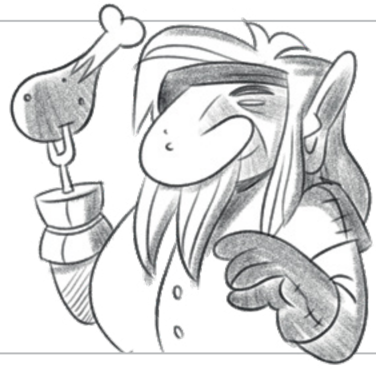
- **Traits:** Cheery, oblivious to danger, excited to try new things.
- **Motivation:** Hone her witchcraft and make a fortune de-cursing people.



REEBLE PICKWAIT

T A moledwerp and former dungeoneer dedicated to studying the infamous Crystal Kingdom and its mythology. Often the butt of Twane Thur'gog's jokes, Reeble ignores the surly dweorg in order to pursue his academic passion.

- **Traits:** History buff, easily distracted, rifles through papers and scrolls.
- **Motivation:** Find the entrance to the Crystal Dungeon, a legendary prison for wizards created thousands of years ago.



TWANE THUR'GOG

A scarred dweorg adventurer who has raided the Crystal Kingdom hundreds of times in search of relics and dweorg heirlooms. Missing one eye and one leg, and with a steel fork for a hand, Twane's adventures are coming to an end.

- **Traits:** Gregarious, prying, secretly ruthless.
- **Motivation:** Claim his final prize, the King's Gem, also known as the Jewel Prince, a living chromadyte made from the priceless understar crystal.

QUESTS

THE JEWEL PRINCE

Twane Thur'gog has no interest in reclaiming the ancient dweorg city. Instead, he's after an important artifact, affixed to the Crystal Throne, called the King's Jewel. The jewel is a valued piece of dweorg history and Twane would like it to be brought back to Zrr'ghgrg where it will be treasured forever. Twane is offering Gold 🪙 and a pick of the spoils from an Old Hoard.

- Twane is not honest about his intentions. The King's Jewel is actually a juvenile **CHROMADYTE** that was born as a rare gemstone called understar, making the chromadyte itself worth a kingly fortune. Twane intends on kidnapping the chromadyte from its parents, the King and Queen of the Crystal Kingdom, a pair of gigantic chromadytes that protect their habitat from looters. Twane then intends to break the Jewel Prince down for sale.
- Twane secretly follows the PCs through the Crystal Kingdom, using them to safely navigate the dangers in order to kidnap the Jewel Prince when the PCs discover him.
- If Twane takes the Jewel Prince from the kingdom it sets off a series of chromadyte attacks on all Sites and Settlements throughout the whole Underlands until the Jewel Prince is returned home.
- **HEROIC TITLE ACHIEVEMENT:** Return the Jewel Prince home to the King and Queen.
  - ***Gemfriend*** ♕**.** PC gains Advantage when Parleying with **CHROMADYTES.**

THE WYRG KASH

Reeble Pickwait has been studying the Crystal Kingdom for years and has finally unearthed hard evidence of an enchanted dungeon that was once used to hold wizards and witches, deep within the foundations of the Crystal Castle. Having discovered an artifact on one of his expeditions, Reeble shares a small flat stone engraved with the archaic dweorg phrase, "wyrg kash," which roughly translates to "magic pit." Reeble is convinced that it's proof and is looking for stalwart explorers to escort him through the Crystal Kingdom safely. Gold 🪙 and archeological fame are in it for anyone who volunteers.

- The Wyrg Kash is located in the deepest part of the Crystal Kingdom and filled with *Magic* items, some of them **CURSED.**
- Reeble tends to linger in different locations and wander off, triggering dangers.

LEVEL 1: THE CRYSTAL CITY

The Crystal City, a labyrinth of towering structures and winding streets that gleam with the reflective surface of diamonds and sapphires, lies beyond grand crystal walls.

AREA 1: THE CRYSTAL GATE

The great Molten Falls of Dwar, named for the dweorg who founded the Crystal City, overlook the crystal gate. Steam billows over the craggy approach to the crystal gate that gleams red with the light of the magma.

- Groups of **CHROMADYTES** (L3-B) frequently lay siege to any who come to "reclaim" the crystal kingdom.
- Brimstone hurtles through the air, plummeting into the ground in great smoking pits, as if Dwar himself were spitting at intruders.
- Abandoned dweorg camps, full of torn canvas and splintered gear, litter the grounds.
- The huge crystal gate leads to Area 2 and can be opened with a Might Check.
- An alternate path to Area 2 is to climb the sheer crystal wall up to a ledge and open window.

AREA 2: THE GLITTERING SQUARE

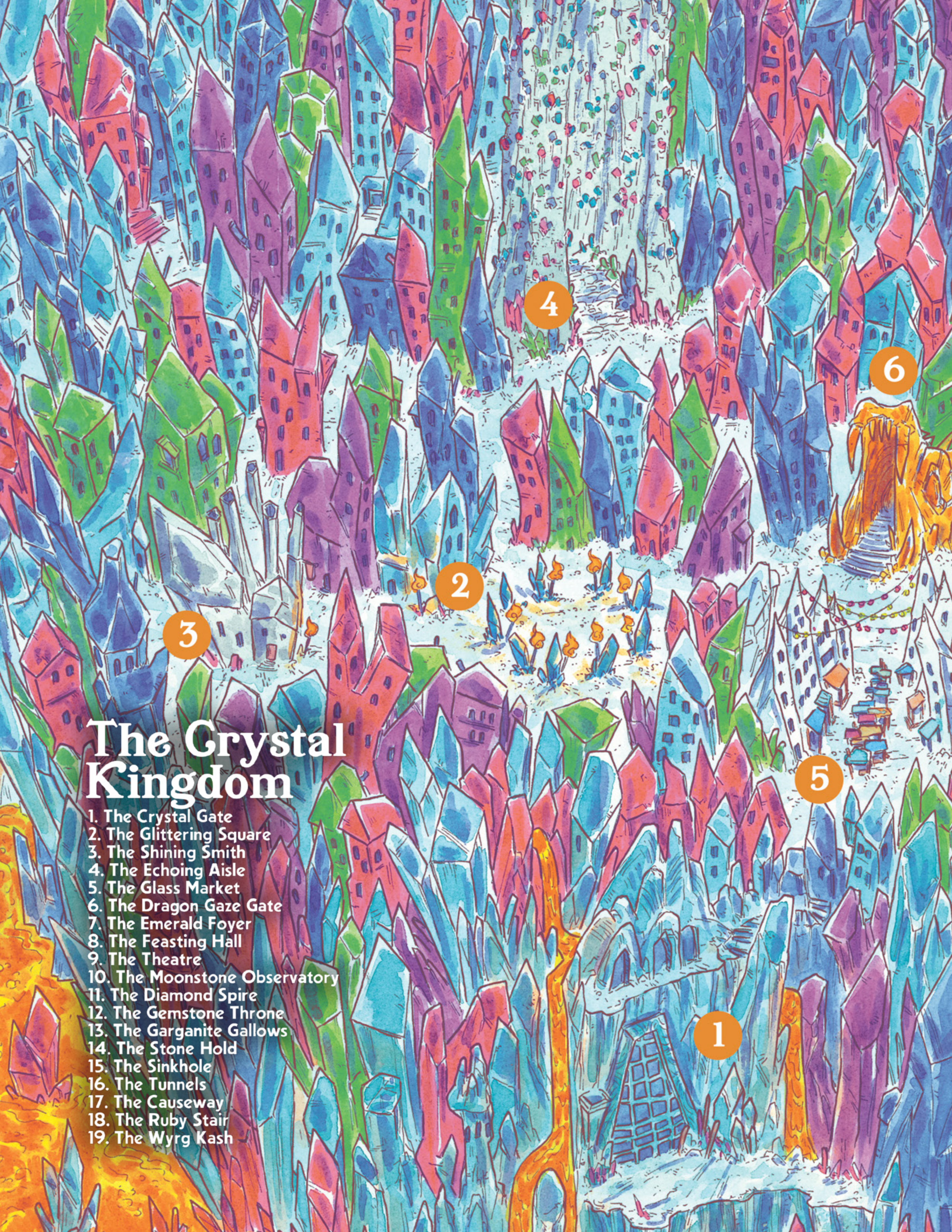
Breathtaking, reflective streets and buildings catch the light from torches. In the center of the city square, natural white and blue crystals grow from the ground.

- Careful examination reveals that some of the errant crystals growing out of the ground have people frozen inside of them with surprised faces—the grisly work of a sorcerer, no doubt.
- A crystal statue of a dweorg has its head knocked off.
- A well bubbles over with ooze. Hungry **MUNG** (2xL2-B) emerge, and the PCs look tasty.
- The ringing of metal sounds, coming from Area 3.
- North beyond the Glittering Square are towering stone walls: Area 4.
- To the east lies a multitude of reflective glass buildings: Area 5.

AREA 3: THE SHINING SMITH

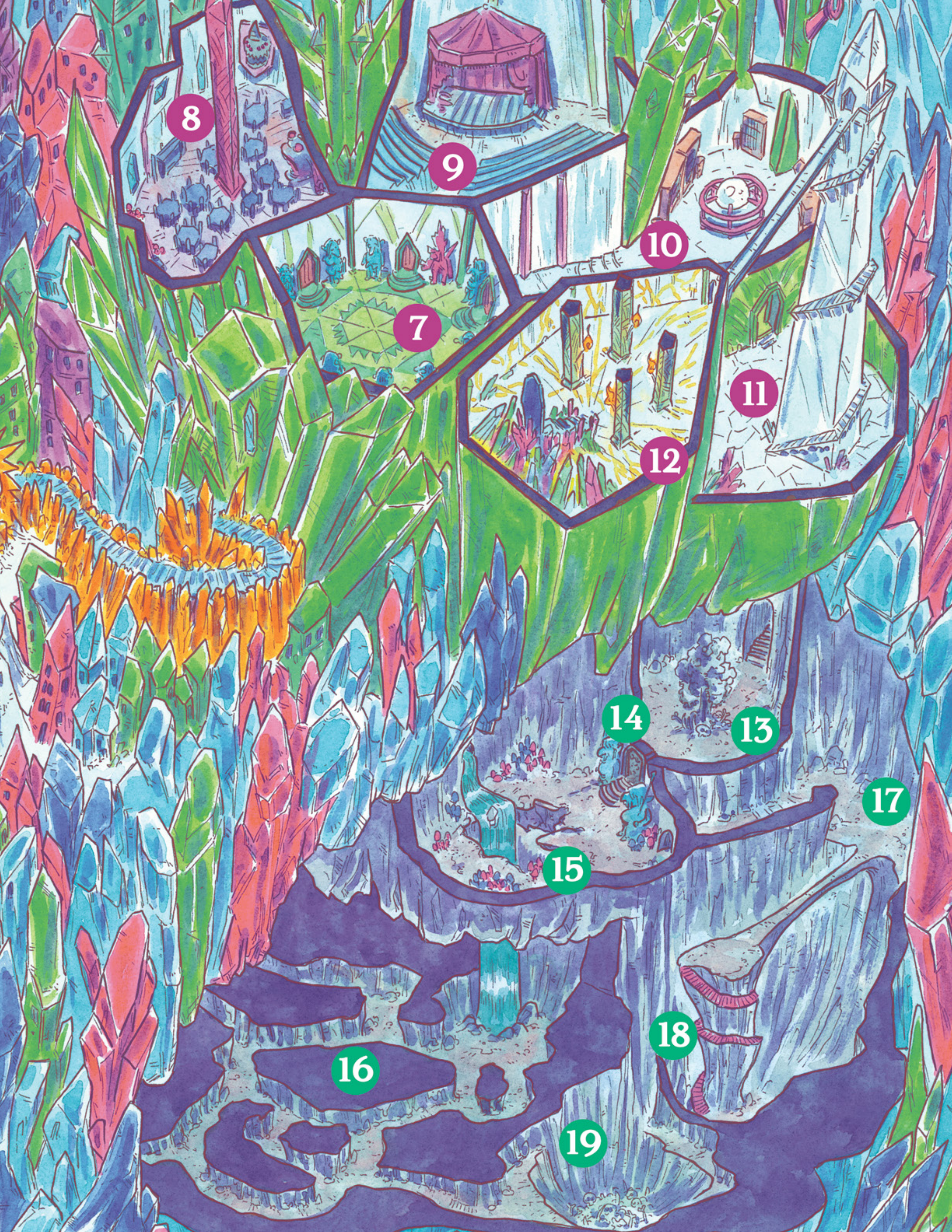
A blacksmith's shop, carved completely out of a single massive slab of silver-colored crystal.

- An enormous silver anvil still rings as if a phantom hammer is beating against it.
- A dweorg **GHOST** (L5-B) appears and disappears periodically. Making contact is difficult, but the ghost assumes the PCs are customers. For Silver 🪙 the ghost will improve weapons and tools (grants +1 Attack or +1 to relevant Skill Check while in the Crystal Kingdom).
- Taking anything from the ghostly smith provokes a hostile response.



The Crystal Kingdom

1. The Crystal Gate
2. The Glittering Square
3. The Shining Smith
4. The Echoing Aisle
5. The Glass Market
6. The Dragon Gaze Gate
7. The Emerald Foyer
8. The Feasting Hall
9. The Theatre
10. The Moonstone Observatory
11. The Diamond Spire
12. The Gemstone Throne
13. The Garganite Gallows
14. The Stone Hold
15. The Sinkhole
16. The Tunnels
17. The Causeway
18. The Ruby Stair
19. The Wyrg Kash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AREA 4: THE ECHOING AISLE

Towering stone walls rise into glittery darkness above. Jagged translucent gems line an empty street like cobblestones.

- Clutches of pulsing **GIANT INKPOT SPIDER** (L1-B) eggs are scattered throughout the area.
- The husk of a dead giant inkpot spider is being devoured by **SLURPWORMS** (5xL5-G). The spider has a stone axe buried in what would be its skull.
- Voices carry here and repeat with thundering echoes. The more the PCs talk, the more they draw the attention of a hunting party of **LORGADS** (3xL4-B).

AREA 5: THE GLASS MARKET

Every building is made of glass, with completely transparent walls. Long dried-up goods and decaying wares are showcased everywhere.

- Search and Perception Checks are at Disadvantage here among all the transparent surfaces.
- Any goods that are displayed disintegrate at a touch.
- The skeleton of a dungeoneer holds an unlit torch that looks good as new.
- A pack of **SPONGOSAURS** (10xL1-G) skitter through the buildings like colorful blurs.
- A center street leads to Area 6.

AREA 6: THE DRAGON GAZE GATE

A long, dark, and narrow road through the crystal streets leads to a closed gate shaped like a dragon's head, cut from a fiery, orange crystal.

- Bones of creatures and critters litter the base of the gate. There are 1d4 random Beast Components here.
- Search Check: Beneath a pile of detritus, a human skeleton in a tattered hood grips a map. On the map, a chamber deep beneath the castle is circled in red ink.
- The gate is locked and has no apparent key or latching mechanism. Jeweled eyes follow the PCs as they move and interact with the gate, watching everything. The gate opens if a PC stares directly into the eyes and makes a successful Mettle Check: Suffer 1d10 Dread on a Failure or Twist.
- The gate leads to Level 2: The Crystal Castle.

LEVEL 2: THE CRYSTAL CASTLE

Colossal crystal shards form a *Magnificent* castle that shines brightly with an inner light. Whoever built this glorious edifice was a master of the earth's minerals.

AREA 7: THE EMERALD FOYER

Deep green floors are decorated with geometric patterns. Statues of dweorgs in noble dress line the walls between jade-colored columns that hold up a ceiling with false stalactites, carved out of gemstones.

- One of the statues isn't a dweorg at all, but a huge **CHROMADYTE** (L6-C). It tries to ambush the PCs. The chromadtye knocks down the statues in order to crush the PCs; if they knock over at least 6 statues, the room starts to collapse.
- There are three doors. The door to the west leads to Area 8, the north door leads to Area 9, and the east door leads to Area 10.

AREA 8: THE FEASTING HALL

Tables encircle the center of the room. Large pink and purple mushrooms sprout from giant ceramic pots. The head of a stuffed gwarglebeast glares from the farthest wall.

- Shattered wine bottles are strewn around, smelling of vinegar. One bottle is still intact with a label that reads "Grimdingle Gree." It is a rare boggle vintage that grants +2 Temporary Courage.
- The gwarglebeast's mouth appears to move. It's actually filled with a horde of **EYEBATS** (L4-G).
- A pile of 1d6 *Mundane* items rests on a table.

AREA 9: THE THEATRE

Rotten curtains droop from a platform covered in grime. A rainbow-colored crystal chandelier—so *Magnificent* that no one has seen its like—twinkles in a tiny shaft of light that comes from a vent that must have been bored all the way to the surface.

- A picking sound is coming from the walls, as if someone is digging through them. If PCs dig into the walls themselves, they'll uncover six **SKELETONS** (L5-G) digging downward. The skeletons ignore the PCs unless interrupted, at which point they attack.
- A collection of four crystal masks rest on shelves behind the rotten curtains. The masks depict a dweorg, a moledwerp, a spirthra, and an oversized gelatinous goo.
- The glorious chandelier's rainbow light darkens randomly. Perception Check: A **DARKLING** is wriggling through its nooks and crannies eyeing the PCs with hostile intent.

AREA 10: THE MOONSTONE OBSERVATORY

A circular chamber, ornate with white moonstone that glimmers with blue and pink iridescence. In the center of the chamber is a gigantic moonstone orb.

- A pair of **CHROMADYTES** (2xL5-G) are standing and staring at the stone. If startled, they attack.
- The moonstone orb pulses with magic energy. Lore Check: It is an enormous crystal ball that can view every other area in the Crystal Kingdom, except the Wyrg Kash chamber (Level 3, Area 19).
    - Peering into the orb requires a Perception Check (Disadvantage after the first use). After the first failure, the orb can no longer be used again by anyone present.
- An archway leads to Area 11.

AREA 11: THE DIAMOND SPIRE

A tall, brilliantly shining tower of pure diamond with a chiseled staircase rises in the center of a high, open chamber.

- A horde of **CHROMADYTES** (20xL1-G) stoically kneels before the tower. They seem to be in some trance-like state and do not notice the PCs unless disturbed.
- At the front of the crowd is a treasure chest—an Ancient Hoard. Any Checks to steal it suffer Disadvantage, and failures result in waking the chromadytes.
- The stairs up the tower lead to Area 12.
- There is a secret door at the base of the tower, which leads to Level 3: The Crystal Dungeon.

AREA 12: THE GEMSTONE THRONE

Inner light shines from a grand crystal chamber. The walls glitter with veins of gold, undisturbed in the rockface.

- Streams of silver glimmer like frozen waterfalls from the ceiling, pointing toward the Gemstone Throne: a massive chair encrusted with rubies, sapphires, emeralds, diamonds, and all manner of precious gems, many so rare the PCs have never seen them.
- The **CHROMADYTE** (L3-C) Jewel Prince sits on the throne, most brilliant of all the gems, like a living star. Behind them stand the King and Queen, **CHROMADYTES** (2xL8-C) the size of giants. The Prince seems to be growing directly out of the Gemstone Throne, as if still in the process of being born, as the proud parents preside over their offspring.
- The King and Queen are extremely hostile towards anyone who approaches the Jewel Prince without showing respect or to anyone who is caught taking any gemstones.
- The Heart of Odryn (p69) is also among the gems, nigh impossible to steal without being noticed by the King and Queen.
- If asked about the Crystal Dungeon, the King and Queen say they will reveal the location only if the PCs promise to complete a task.
    - The Queen holds a **SPARROW-SPRITE** (L3-C) in her hand. The small bird looks very out of place in the Underlands and tells the PCs: "*Their Royal Majesties, bid thee welcome should you take an oath to preserve the Crystal Kingdom's bountiful gemstones and crystals. And they will permit you to further explore the Kingdom, should you accomplish a task for them. There is a thief with a black heart scouring the depths of the Crystal Dungeon for forbidden relics and cursed objects that have been cast into the darkness by the ancient followers of Dwar. Defeat the intruder and be our friend.*"
    - If asked details about the intruder, the sparrow-sprite simply repeats: "Thief with a black heart." Unbeknownst to the PCs, the intruder is a nameless **LICH** in service to The Gloom King. The lich seeks relics for his master's war against the Land of Eem.

LEVEL 3: THE CRYSTAL DUNGEON

AREA 13: THE GARGANITE GALLOWS

Cold, still air hangs heavy in a high-ceilinged chamber with a single tree-shaped rock at its center.

- Chains dangle from the tree. Bones are piled at its base. A discarded book, moldy but still intact, sits near the pile of bones. The book is some kind of ledger of criminals who have been executed at Garganite Gallows.
- The bones at the base of the tree seem to be of humanoids, but there are no skulls among them. Some of the skeletons still have belongings in their pockets. These include a pouch of Silver 🪙, a set of iron keys (these open the door in Area 14: The Stone Hold), and a set of lockpicks.
- Charms made from leather dangle from the tree. Lore Check: The charms are associated with witchery.

AREA 14: THE STONE HOLD

A huge and sturdy fortification with a giant iron door that is flanked by hulking stone statues of dweorgs. The door is covered in runes and has a single keyhole, but it is gummed up with grime.

- The runes on the doors light up green when anyone approaches the keyhole, activating the two dweorg warrior statues that are actually guardian **GOLEMS** (L6-B). The golems attempt to stop anyone who approaches the keyhole, but they will return to their original places if the door is unlocked or picked (Disadvantage because of gunk and grime).
- The door leads to Area 15.
- More leather charms, these braided into misshapen skulls, lay discarded in the corner of the chamber. Lore Check: The charms once had life-draining properties but have been used up.

AREA 15: THE SINKHOLE

The room's floor is completely collapsed and water rushes from a crack in the ceiling, creating a kind of ruinous waterfall. Fungus grows along the walls, especially around an archway that leads into a dark tunnel.

- A kobold **WITCH**, called Lyzza Litetouch, struggles to keep her footing, slipping off a ledge. Without help she'll certainly fall. She has been using her magic to infiltrate the Crystal Kingdom, specifically looking for cursed objects. Her dream is to become a master of decursification, but she hasn't had enough practice. There's a fortune in saving people from terrible magic afflictions!
  - If asked, Lyzza assures the PCs she is no "intruder with a black heart," but she did make the leather witch charms. She gives each PC a charm that grants +1 Temporary Courage.
  - Lyzza cheerily offers her services to join the PCs on their quest (Attack:+1, Defense:-1, Courage:12, Dread:1d8, Mettle:+1).
- The walls are teeming with patches of hungry **FUNGHOULS** grown in the Sinkhole's dampness. They make any rescue attempts—and advancing to Area 17—a challenge.
- Climbing down the sinkhole leads to Area 16.

AREA 16: THE TUNNELS

Dark tunnels seem to swallow light. Mud walls ooze with stinky sludge. Footsteps squish through cold, slimy earth. Non-magical light sources in the tunnels become very dim. Skill Checks are -1.

- A **HOMUNCULUS** (L7-B) made of sticks and mud wriggles out of the walls to grab PCs.
- The only light source that is clearly visible is the exit, far ahead. Mechanical spears jut out of the ground around it, stabbing at anyone who tries to leave the tunnel (1d8 Dread). The trap's many triggers are hidden beneath the muddy floor.
- The tunnels lead to an alternate entrance to the pit in Area 19.

AREA 17: THE CAUSEWAY

A long, narrow stone bridge stretches over darkness. Sour, stink permeates the area from below.

- Make a Nimbleness Check to avoid slipping on loose stones and falling 50 feet into a stinking cesspool filled with slugs, leeches, and **LEECHLINGS** (L8-G).
- Beneath the bridge, **MUCILLUSKS** slumber. A loose stone or loud noise will wake them.
- Arrows are lodged in the ceiling. One arrow is glowing yellow. This is a *Magic arrow*:
  - *The Phaser*: Choose a target within Faraway range. The arrow Hits the target and intangibly passes through any physical or magical obstacles in the way. +1 Dread.
- The bridge visibly leads to the shining ruby stairs of Area 18.

AREA 18: THE RUBY STAIR

A flawlessly smooth, ruby staircase winds down a perilously steep column.

- These stairs are enchanted and never-ending. Going down or up results in an endless loop. The stairs are smooth and reflective. Search Check: There is a hidden passage in the wall, only visible in the reflection. The hidden passage leads to an enormous chamber with a pit in the center of it: Area 19.

AREA 19: THE WYRG KASH

A deep, dark pit. Filled with skeletons and discarded treasures.

- The only way down the pit is to climb to the bottom, where innumerable skeletons of dead wizards and discarded items are strewn.
- A charred skeleton wearing rusty armor and tattered robes in an ancient fashion is pinned against the far wall of the pit, a golden-bladed sword driven through where its heart must have been.
  - This is a **LICH** (L10-C) who was defeated by a forgotten adventurer with a *Magic* sword, but if the sword is removed, the lich rises again with half its Courage to exact vengeance.
  - The lich is a servant of the Gloom King who seeks to gather lost relics for his master's war against the Land of Eem. If revived, the lich immediately attacks, believing that the PCs are allied with the forgotten hero that defeated him 800 years earlier.
  - The *Magic* sword is called *Thralltaker*: Grants +1 Attack and against Undead it also grants +3 Dread. On a Critical Hit, the target is **PARALYZED** forever unless the sword is removed from it.
- If the PCs don't pull the sword from the lich, Lyzza Litetouch does so out of morbid curiosity.
- There is a Mythic Hoard beneath where the lich is standing. For each item in the hoard, there is a 2-in-6 chance that it has a random **CURSE**.

Gootonia

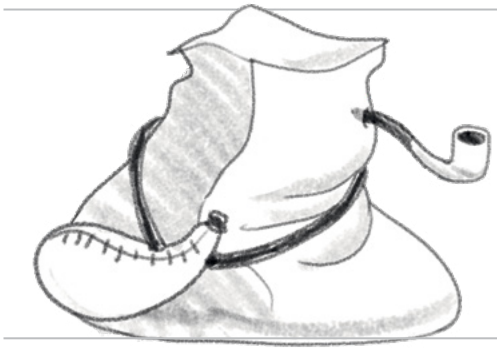
Hex 7.21. A narrow canyon stretches between massive stone monoliths carved into geometric shapes: pyramids, cubes, and a perfect sphere. The surfaces of the monoliths glimmer with uncut gems. Within the canyon, enormous broken rocks and shattered columns lie in a heap like the bones of a mountain. Shadowy cracks in the rubble lead deep into the lost city of Gootonia, a wonder of the world destroyed many years ago. Once the greatest civilization of gelatinous goos in the Land of Eem, Gootonia is now little more than a collection of crumbled stone slabs—its lost spires toppled; its enormous edifices ground to dust.

RUMORS

- Mung bandits have overtaken the ruins of Gootonia.
- Some gelatinous goos still hold out hope that the once-great city of Gootonia will return to its former glory.

OUTBOUND RUMORS

- A group called the Children of Gootonia are dead set on exacting revenge against the mung.



OLD BLOOP

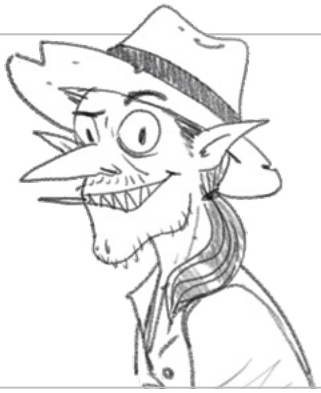
The elder goo who hangs around the ruins of Gootonia, telling tales of how beautiful the city once was. Scooting from one end of the ruins to another, Bloop is always at odds with opportunistic tomb robbers looking for lost treasure.

- **Traits:** Cantankerous, superstitious, longs for the past.
- **Motivation:** Preserve the memory of Gootonia and chase off robbers.

STICKY RICK

A notorious tomb robber who has evaded confrontations with Old Bloop for months. Rick is a goblin with an eye for opportunity and chases myths and rumors in the hope of uncovering some valuable truths.

- **Traits:** Carefree, overly familiar, looking to team-up.
- **Motivation:** Legend has it there's treasure in Gootonia in the form of lost technologies. Rick has buyers in Shrym interested in what he can find.



QUESTS

THE SLIMY SQUATTERS

Old Bloop has discovered trouble again. He was exploring the ruins of the Palace of Gootonia, as he does from time to time just to take in all of its glory, when he was attacked by **MUNG**. They seemed just as startled as he was, but they shouted that the palace belonged to them now. Having terrible flashbacks to the city's destruction, Old Bloop fled for his life. But something has to be done about this. He can't abide by those mung scum sullying and defacing the palace! Can you help?

- See the Palace of Gootonia Dungeon below. The **MUNG** there claim to be the Conquerors of Gootonia, but they are just petty bandits with delusions of grandeur.
- **HEROIC TITLE ACHIEVEMENT:** Reclaim Gootonia from the mung bandits.
  - ***Liberator of Gootonia* ♕*.*** PC gains +1 Inspire when interacting with goos.

THE GOOTONIAN GAZER

Sticky Rick has finally located the ruins of an old goo tinker's shop where he is convinced he'll find the legendary Gootonian Gazer. He's not sure what it even is, but he's heard rumors about it, and his employers in Shrym are certainly interested to the tune of several pouches of Ancient 🪙. Help locate a Gootonian Gazer and Rick will share a pouch of Ancient 🪙 as a reward.

- The Gootonian Gazer is speculated to be one of several things: a powerful weapon that harnesses energy of some unknown kind, a mind-reading device, or even a teleportation relic. The truth is far less elaborate, as back in Gootonia's heyday, a "gazer" was a simple children's toy not unlike a kaleidoscope.
- Finding the right tinker shop is a challenge, as there are several in the lost city, and written Gelatinous Gooese is logographic. The following place names must be translated:
  - Tinker Shop 1: Whizbang Wonders. There are no gazers here, but there is a group of **RIVAL DUNGEONEERS** (4xL4-G) who have gotten themselves into a jam. Led by a boggle called Yugo, the dungeoneers have set off an old security trap that blasted them with fluorescent green glue. They are stuck to the walls and have no idea how to dissolve the compound. They plead for help, sharing that they only came to Gootonia to map the place for bigwigs living in New Delve City.
  - Tinker Shop 2: Hold 'Em Haberdashery. There are no gazers here, but there are blazers—jackets made for gelatinous goos that contain mechanical pockets and telescoping grabby arms. These are quite useful for goos of certain professions who don't have arms. There is a whole community of jacket-wearing **NABBER RATS** (L2-G) living at this location.
  - Tinker Shop 3: The Gem Chemist. There are no gazers here. This was once a shop that ground gems into powders to extract their elemental essences for alchemy potions. Most useful things have been picked over, but there are a few potions locked in a safe. Picking the lock is at Disadvantage. On a Failure, a booby trap nozzle squirts anyone Close and Nearby with a shrinking solution. Make a Mettle Check to resist being shrunken down to two apples tall for the session. Inside the safe are 3 potions:
    - Stone Bones: For the rest of the session, the drinker gains +3 Block against all types of Dread and cannot be **WOUNDED**.
    - Elasticity: For the rest of the session, the drinker can stretch limbs and squeeze between cracks.
    - Fireproof: For the rest of the session, fire and lava heal Courage instead of inflicting Dread.
  - Tinker Shop 4: Fantastic Fun Shop. There is a gazer here! The shop is mostly collapsed, and the ceiling is giving way. Random gem and crystal shards are strewn everywhere, but among them is a tube encrusted with glittering stones that glows when light shines on it. Looking into the tube reveals *Magnificent* geometric patterns, akin to a kaleidoscope. But there seems to be no buttons or anything of the sort. Sticky Rick is thrilled and cheers, only to be interrupted by a pair of shrym **MERCENARIES** (L3-B) armed with sputter-crossbows. They intend to steal the gazer for the reward.
- With time to examine them, and a Perception Check, it's clear that Fantastic Fun Shop is just a toy store, and the gazer is little more than a trinket, not some super-powerful technology. With this revelation, all parties are bummed out and stop fighting.

THE WORM KING

Old Bloop has had their fair share of troubles trying to preserve the historic memory of Gootonia—including tomb robbers like that Sticky Rick, to name the least. But this probably is a mite bigger. A gargantuan **KING DELVER** has taken up residence in the center of the ruined city. The place is already in shambles, but a king delver nest would be catastrophic to the preservation of Gootonia's memory. Delve into the ruins and find a way to lure the monstrous beast away before the whole place crumbles into the Abyss.

- The **KING DELVER** (L8-C) is gravid and intends to safely lay its eggs in Gootonia's central square. The creature will furiously defend its eggs. If they are moved, the king delver pursues them unceasingly and settles down where they finally end up.

THE PALACE OF GOOTONIA

Pieces of the royal palace remain intact deep within the ruins of Gootonia.

AREA 1: THE HALL OF GREAT GOOS

Dozens of fading frescoes depict emperors and empresses of Gootonia; it's hard to tell them apart.

- Many of the frescoes have been defaced or broken. Some have burn marks, others are smeared with a thick, hardened, green, paste-like substance. Three are salvageable and worth Gold 🪙.
- The floor is cracked and is now split between two different levels.
    - One side remains level and continues to Area 2
    - The other side descends into Area 5. Hungry **MUCILLUSKS** feeding on remnants of the green, paste-like substance turn their attention to live prey.

AREA 2: THE SPHERE

A huge, bronze, spherical building. A hundred platforms stick out from the walls in rows all looking toward a central dais.

- A device that looks like it was once a brass megaphone lies smashed on the central dais. Lore Check: This looks to be a sort of political forum where a hundred goos would listen and discuss.
- More old green paste is plastered on the ground.
- There are grooves in the wall that aid in climbing up to the platforms, but the higher ones require climbing on an overhang.
    - Search Check: On one of the higher platforms, there is a small stone tablet written in a tactile script. Functionally it is a key card that opens Area 7, but it is also an ID card. Lore Check: It once belonged to a military officer whose name is unpronounceable in Folk Tongue.
- A tunnel connects to Area 3.

AREA 3: THE RUINED CUBE

Huge chunks of metal and rock have collapsed, leaving rubble everywhere and revealing the natural caverns above.

- There are pieces of broken tablets strewn everywhere, some with Underlands maps on them detailing territories and factions, most of them now outdated. There are even tablets written in other languages for goblins and skash. Lore Check: This was a multilevel municipal building and embassy for other cultures.
- Big **EYEBATS** (L7-B) blink from above but don't budge unless they are bothered.
- Two **MUNG** (L4-G) emerge from the rubble, picking out broken items and utensils. They are very startled and try to run away to Area 8.
- A passageway at the end of the rubble leads to Area 4.

AREA 4: THE PYRAMID

A huge, partially crumbling pyramid of bronze rises all the way to the ceiling in a huge chamber.

- Lore Check: The Pyramid was the quarters for everyone living in the palace. Level 1 was for staff, Level 2 was for extended royal family, and Level 3 was for the royal family.
- Level 1: The base of the pyramid is a maze of interconnected rooms. They have all been ransacked, leaving nothing except for spartan furniture that looks like cubes and rectangles.
    - A **TUNNEL CAT** (L6-B) has made its den on Level 1 and stalks anyone that searches the rooms.
    - In one of the halls, a ramp leads up to Level 2.
- Level 2: The rooms on this level are larger and fewer.
    - Search Check: 3: One huge chamber at the top of the pyramid. There is still luxurious furniture here, although it is dusty and covered in what looks to be fresh green sludge.
    - Lying in the master bed is a **MUNG** (L6-G) who is startled by anyone who isn't quiet. The mung is named Jjulf and works for Blooth (Area 8). Jjulf likes to fantasize about being in charge, so they sleep here in the royal chambers from time to time.
    - Above the master bed, there is a defaced fresco of the monarchs with a very tiny goo beside them. What looks like a futuristic bassinet is toppled over next to the bed.
    - Other than the furniture, the only item left in the room is a stone book of gelatinous goo faerie tales, written in tactile script. It's called *Tales of the Adventurous Pup and Other Stories*, and it is about a young gelatinous goo who explores the Underlands on his own and gets into amazing situations.
- A tunnel on the other side of the pyramid branches in two directions. The first leads to Area 6, and the other leads to Area 7 and Area 8.

AREA 5: BENEATH THE PALACE

A natural tunnel below stone floors is dark but for a small stream of magma that lights the way. The deeper inside the PCs go, the warmer it gets.

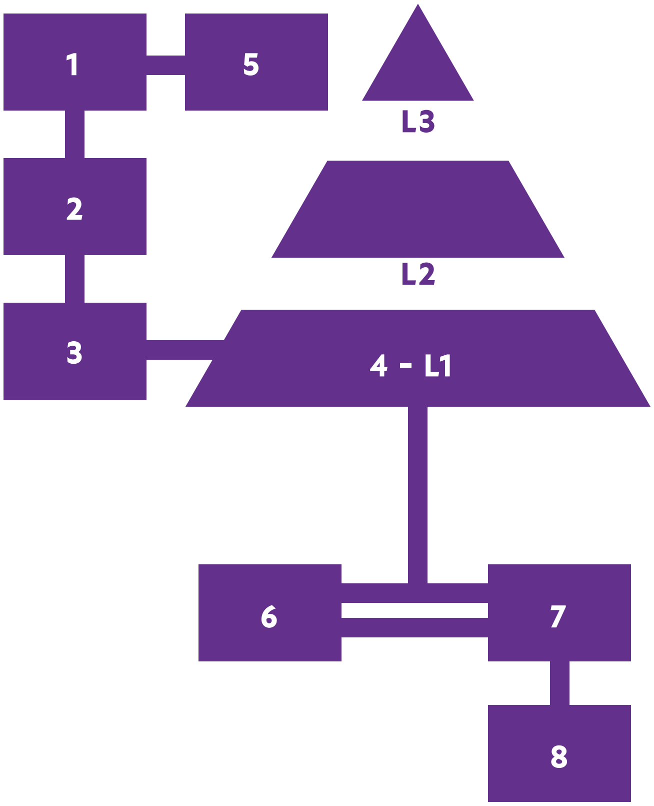
- This passage opened up from the cataclysmic battle that took place here years ago and now connects to Area 6: the Volcanic Gazebo.
- **MOPPET SPIDERS** (7xL3-G) skitter away, but eventually try to ambush any Small PCs or companions.
- A *Tiny* **MAGMAR** (L1-B) rises from the stream and laughs at the PCs. Then it seems to travel further down the stream ahead of the PCs.

AREA 6: THE VOLCANIC GAZEBO

A beautiful lake of lava surrounds a stone and crystal garden. A raised stone path meanders and zigzags across and around the lake, with numerous sitting areas, balconies, and a central crystal gazebo.

- A **MAGMAR** (L5-C) and its offspring (4xL1-B) now dwell here, and if the PCs went through Area 5, it is waiting to ambush them. Otherwise, the PCs will have ample warning when the magma starts to bubble ominously.
- A telescope in the gazebo extends all the way to the Mucklands and can be used to view the stars.
- Lore Check: Proximity to lava is essential to the traditional gelatinous goo way of life, and this area was likely used as the royal spawning grounds to produce heirs when the time was right.
- The south door leads back to Area 4.
- The east door leads to a chamber connected to Area 7 and Area 8.

THE PALACE OF GOOTONIA



AREA 7: THE ROYAL ARMORY

Fresh slime is smeared all over the massive locked double doors.

- It's clear that something slimy recently tried to open the doors (Blooth and their followers in Area 8).
- The stone card from Area 2 can be used to open the doors easily. Otherwise it requires a Tinker Check with Disadvantage to pick the locks. A gelatinous goo PC negates the Disadvantage, however, because their gooey hands fit inside the mechanism more easily.
- A storehouse of odd looking weapons and armor is beyond the doors. Much of what was here has been taken already or is broken beyond repair, but what remains is still an Old Hoard.
  - There are two working laser staves—bronze scepters with funnel ends that blast focused beams of energy. Ranged Attack: On a Critical Hit, inflict 1d12 Dread (which is then doubled).
  - There are six volcanite capes (a unique synthetic fiber) that fit gelatinous goos and Small PCs. Light Armor. +1 Block, and impervious to corrosion.
- A wide metallic tube runs straight up through the ceiling. It's actually a pneumatic tube that still works if switched on, and it sends whatever enters it all the way to the surface of the world to ***Hex 7.23*** in the Mucklands. There are two dusty metallic pods next to it, large enough to fit a gelatinous goo.

AREA 8: THE THRONE ROOM

Covered in slime, this chamber of stark, sleek bronze design was once magnificent. A central throne with a ramp sits below tattered banners in the rafters.

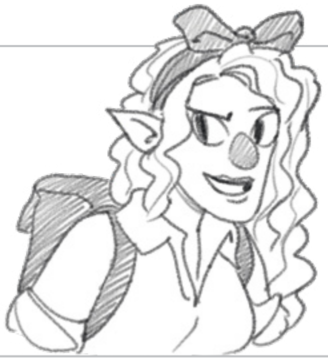
- A *Large* **MUNG** (L5-B) is spread out on the throne, devouring items from a big bucket. Four lesser **MUNG** (L4-G) seem to be attending the one on the throne, while twelve others (10xL4-G, 2xL4-B) mill about in the shadows.
- If approached, the mung are startled. The one on the throne perks up and gurgles in a slimy approximation of Folk Tongue, demanding to know who the PCs are. This is Blooth the Almighty, the self-proclaimed Conqueror of Gootonia .
  - Blooth and their small band of followers are actually barely related to the faction of mung that destroyed Gootonia many years ago. Blooth is little more than a despot, claiming to be mung royalty.
- Blooth will put up a fight—or more accurately, command their followers to fight. The Conqueror of Gootonia is a coward and will try to escape at the first sign of trouble.
- Blooth has an Ancient Hoard of stuff plundered from the palace.

Farwar Caverns

Hex 44.20. Mysterious and deep, the Farwar Caverns are named for the dweorg word that means "lost script" because of the ancient glyphs that cover nearly every inch of their interior, giving the entire location an eeriness that deters most from exploring it. What exactly the rune-like markings mean, no one knows for sure—not even the dweorg loremasters who struggle to read the ancient language. But many believe they are significant, perhaps the history of a lost civilization, a warning, or directions to a vast treasure.

RUMORS

- A legendary **MANTICORE** called Sora Snapjaw prowls Farwar Caverns
- Magic runes are said to be hidden in plain sight at Farwar Caverns
- A group of **SARPATHI REAVERS** scour the local caves



DEB DOWAHACKET

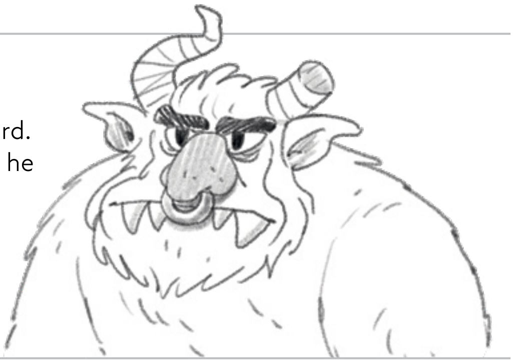
A boggart treasure hunter who has been studying Farwar Caverns for weeks, trying to decipher the famous cave etchings. She believes with all her heart that the caverns hold a secret. She purports to be an archaeologist, but is really interested in finding money.

- **Traits:** Cavalier, hasty, cuts you off when speaking.
- **Motivations:** Find the treasure of the caverns before anyone else does.

RUG IRONHOOT

Deb's loyal chum, Rug is a bruiser of a troll who also doubles as a bodyguard. There's only one problem: deep down, Rug doesn't like Deb so much, and he would be willing to double cross her or even leave her for dead.

- **Traits:** Doesn't talk much, likes music, gambler.
- **Motivation:** Take all the treasure for himself if the opportunity presents itself.



QUESTS

THE RUNES OF RA'AN

Deb Dowahacket is onto something. She believes that three magic runes among the thousands of glyphs carved into rock walls by an ancient dweorg wizard, known only as Ra'an, will unlock an amazing treasure, long hidden. Help her identify and unlock each rune and she will split the treasure.

- There are 3 special runes hidden within Farwar Caverns. If each is activated, Area 7 reveals itself by opening a magical stone door.
- **HEROIC TITLE ACHIEVEMENT:** Activate all 3 runes and survive the encounter in Area 7.
  - ***Rune Talker* ♕.** PC gains +1 Lore when reading or activating runes.

FARWAR CAVERNS DUNGEON

AREA 1: SKYLIGHT CAVE

Glyphs, some tiny and meticulously written, cover the walls of this vast, high ceilinged cavern with flecks of quartz that sparkle and twinkle like flickering flames.

- Discarded torches fashioned like cobras litter the ground
- One of the glyphs carved into the rock glows blue when specifically reflected with torch or lantern light. This is the first rune: the Sky Rune.
- The roar of some terrible beast echoes from deeper within. Make a Wilderness Check to identify it as a **MANTICORE**.

AREA 2: THE HUNT CORRIDORS

The ceiling of this damp, stone chamber rises into a dark, wet crevasse. One wall is ornately decorated by a massive cave painting of dweorgs hunting a titanic abyssal monster. Glyphs cover the remaining space on the walls.

- The cave painting is inked with a unique compound called **SKASHIC PITCH**, a biological extraction from a **SKASHIC TITAN**. The material can be added to any Crafting recipe to grant the following trait: [skashic] The item is invulnerable to heat.
- Broken arrows are strewn about the floor. One of them has a steel head that is shaped like a forked tongue.
- A discarded journal lies on the ground. While hard to read, it contains a partial translation of some of the dweorg script, which gives hints about how to find the three special runes that unlock the secret of the cavern.
  - The Sky Rune: Light upon light.
  - The Gate Rune: Two towers of rock.
  - The Hunger Rune: The mouth of Kra.

AREA 3: THE 9CHASM

There is a hastily built rope bridge over a sheer drop into a dark chasm. The air is stagnant and odorous.

- A group of hostile **SARPATHI REAVERS** (4xL5-G, 2xL5-B) wait on the other side of the bridge. They are looking to unlock the rune secrets.
- The rope bridge is sturdy enough for crossing, but any additional stress, such as fighting on it, causes it to start to break.

AREA 4: THE GRAND CATHEDRAL

Pools of blue liquid bubble hiss among dripping stalagmites and giant pearlescent columns of glistening, damp rock.

- The blue pools are acid which inflicts 1d6 Dread if touched.
- The chamber echoes with a growl from a **MANTICORE** (L6-C) called Sora Snapjaw. She is hunting the **SARPATHI REAVERS** who attempted to capture her—though she doesn't know why. She is hostile towards the PCs, thinking them a threat, but can be convinced to make peace.
- A pair of huge stalagmites, each with a ring of glyphs around its circumference, rise from acid pools like two sides of a large gate. Stepping between the stalagmites activates the second rune: the Gate Rune. Sora Snapjaw is aware of this rune and will share its location freely if she becomes friendly with the PCs.

AREA 5: THE STONE SCROLL

This square chamber has glyphs covering every square inch of it. A shaft of light glows red through a flat red crystal ceiling.

- **MUCILLUSKS** slither along the walls partially covering the script.
- A pair of weary **SARPATHI REAVERS** (L5-B) armed with bows are surprised by intruders. They are poring through a journal that they found on a skeleton in Area 7. The journal contains a brief translation of part of the stone walls of Farwar Caverns. The story is that of Ra'an the Wizard, a dweorg tyrant who hid a massive treasure hoard in the Underlands, the key to which could only be unlocked by activating three powerful runes: the Sky Rune, the Gate Rune, and the Hunger Rune.

AREA 6: THE WORM DEN

Throngs of **BLINKING CAVE-INCHERS** twinkle on the walls and ceiling. There are so many that the cave walls are not visible at all.

- Beneath the **BLINKING CAVE-INCHERS**, a massive dragon's face is carved on the wall, a depiction of the legendary dragon god Kra. The face has a giant toothy mouth and a rune on its forked tongue: the Hunger Rune. It's only revealed and activated if the **BLINKING CAVE-INCHERS** are drawn away and fed a substantial meal.
- Activating all three runes makes the entire Farwar Caverns light up with pink magic light emanating from glowing arrow-shaped glyphs on the ground. The pink arrows lead to Area 4, specifically the Gate Rune, which now pulses with pink energy. Stepping through that gate leads to a hidden room, Area 7: The Hidden Cache.

AREA 7 (SECRET): THE HIDDEN CACHE

A rank smell and a deep hiss hang in the air of this claustrophobic chamber with low ceilings.

- A sleeping **SARGOG** (L7-C) dwells here, coiled around the room and the treasure inside. The creature has nothing to do with Ra'an, but it has spent many years here and killed many who have found the Hidden Cache.
- The room contains an Old Hoard. But within the treasure is a tablet—a map to a Mythic Hoard, showing its precise location in Hex 32.26 in Devouring Gorge (p226).
- Removing the tablet activates a trap that manifests a **PHANTASM** (L6-B) who protects the map, attacking even the sargog.

The Forge of Kra

Hex 5.29. Built on the cliffs of the Great Chasm where the rivers of The Burning Fields plunge to form the awe-inspiring falls of Volcanika, the Forge of Kra is an ancient landmark of dweorg legend. It is said that the forge was created by two great smiths, one dweorg and one dwarf: Byrg the Flamecaster and Anbar the Dreamwielder. As legend tells, Byrg and Anbar were rivals but came together to craft a hammer called *Titan Foe*, strong enough to repel the Coming of the Ogres. They beseeched the great dragon Kra to aid them in their task, and Kra imbued the forge with his very life force. The forge itself is situated on a sturdy rock platform surrounded by swirls of radiant lava, like the glowing aurora of a star. Great things were once forged here, mighty relics and objects of power that shaped the lost history of the deep world.

USING THE FORGE OF KRA

Working at the forge is extremely taxing, leaving any crafter (except Blacksmiths) **TIRED**. To gain a blessing from Kra, the dragon god must be pleased with fire, stone, and gold. Thus, an item only gains a random *Magic* property when 3 Components are used in the recipe, **MAGMAR ESSENCE**, **SHIMMER GRANITE**, and **GOLD ORE** (or a pouch of Gold ⛁). For a random *Magic* property, roll 1d6 for the type of item created.

- **HEROIC TITLE ACHIEVEMENT:** Successfully craft a *Magic* item with the Forge of Kra.
  - ***Hammer of Kra*** ♔**.** PC gains +1 Tinker when crafting *Magnificent* items (or *Magic* items if possible), and +1 Charm with **DWEORGS** and dwarves.

RANDOM WEAPON PROPERTIES

- 1–2 Gold: Grants +1 Attack. When killed, Champion Adversaries explode in a shower of Gold ⛁ (a pouch worth).
- 3–4 Fire: [sear] [pierce] Ignores immunity against fire and heat.
- 5–6 Stone: Critical Hits inflict max Dread.

RANDOM ARMOR PROPERTIES

- 1–2 Gold: Medium Armor. +1 Block. Once every Combat, cast radiant light that **BLINDS** a target within Nearby range.
- 3–4 Fire: Light Armor. Gain immunity against fire and heat. Attackers suffer 3 Dread.
- 5–6 Stone: Heavy Armor. +2 Block (+5 Block against bladed weapons).

RANDOM TOOL PROPERTIES

- 1–2 Gold: [precious] [lucky] [mastercrafted]
- 3–4 Fire: [mastercrafted] The tool burns hot for anyone other than its owner.
- 5–6 Stone: [sturdy] [trusty] [mastercrafted]

The Red Maze of Ra'tha

Hex 17.27. Rising from the sands of the Crystalline Desert, the ancient Red Maze of Ra'tha was once the pride of the Sarpathi Empire. Within its red stone walls, a deadly maze winds and bends, bursting with deadly traps. Built millennia ago as a place for courageous sarpathi to test their mettle in the Red Games, it once housed a large menagerie of ravenous creatures. Contestants would compete for a *Magnificent* prize, while eager spectators cast their bets on which warrior would navigate and escape the maze first. Some time ago, after centuries of inactivity, a faction of sarpathi nobles returned to the Red Maze to revive the Red Games and live as exiles from their political enemies, the Cult of Ehk.

SLITHER GATE

Just like at Castle Exile (p106), there is a magic waypoint called a Slither Gate here, but it has been magically altered by Razash the Gorgon, preventing travel between the two obelisks. The enchantment could be dispelled, however.

THE RED GAMES

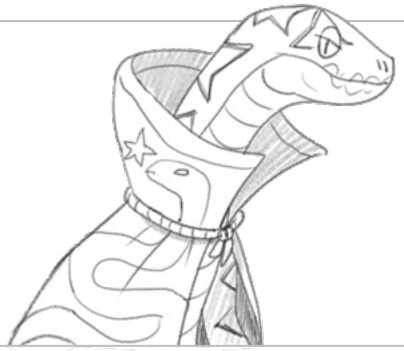
PCs can enter the Red Games as contestants or at the behest of an NPC. The Red Maze is a Level 8 **RANDOM DUNGEON**.

RUMORS

- An ancient being who can perform miracles dwells within the Red Maze of Ra'tha.
- Substantial fortunes are hidden within the Red Maze of Ra'tha.

OUTBOUND RUMORS

- Vicious nomads wander through the Crystalline Desert.
- The Cult of Ehk has returned to the ancient stronghold in Fangrise Peaks.
- The prince of the Silver Coil still lives, and his treacherous uncle is scouring the Underlands for him.



LORD LATHAR STARSCALE

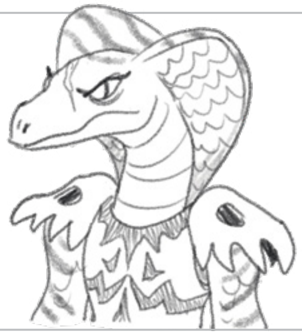
A noble outcast from a storied family, Lord Lathar fled from the Cult of Ehk as soon as they took power instead of challenging them with his considerable resources. Lord Lathar detests the cult, but loves his own comforts more, and has established himself as the de facto ruler of the Red Maze ruins.

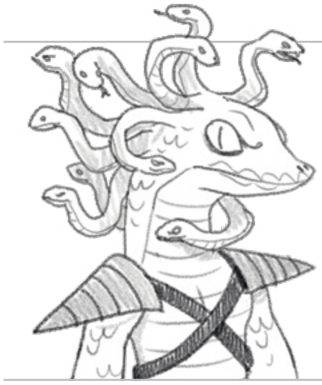
- **Traits:** Out of touch, loves spectacle, vain.
- **Motivation:** Avoid and forget the impending demise of his once-beloved culture at the hands of Ehk zealots

LADY SHARSAA IRONFANG

A highborn warrior who was betrayed by her Ehk-worshiping clan, Lady Sharsaa offered herself to the Red Games and was victorious the first year of its revival. She spent some years basking in her fame, but she has grown tired of her comfortable life.

- **Traits:** Hardened, regrets fleeing the Cult of Ehk, matter-of-fact.
- **Motivation:** Destroy the Cult of Ehk to restore sarpathi society.





RAZASH THE GORGON

A former priest of the Cult of Ehk, Razash is gifted with the mutation of serpent locks and so, quite literally, has eyes in the back of their head. Forsaking the cult, Razash now dwells within the Red Maze, repeating its deadly trials over and over again as penance for betraying the sarpathi people to the cult.

- **Traits:** Regretful, honorable, their head is hissing with snakes.
- **Motivation:** Redeem themself by repeating the Red Games until it claims their life or they achieve some personal enlightenment.

QUESTS

THE RED GAMES

In these trying political times, Lord Lathar has kept the sarpathi population of the Red Maze preoccupied with the grand spectacle of the Red Games. However, many have grown bored of the affair and so, to spice things up, he is offering a reward of Ancient 🪙 to those, even outsiders, who challenge the current contestants.

ASSASSINS IN THE MAZE

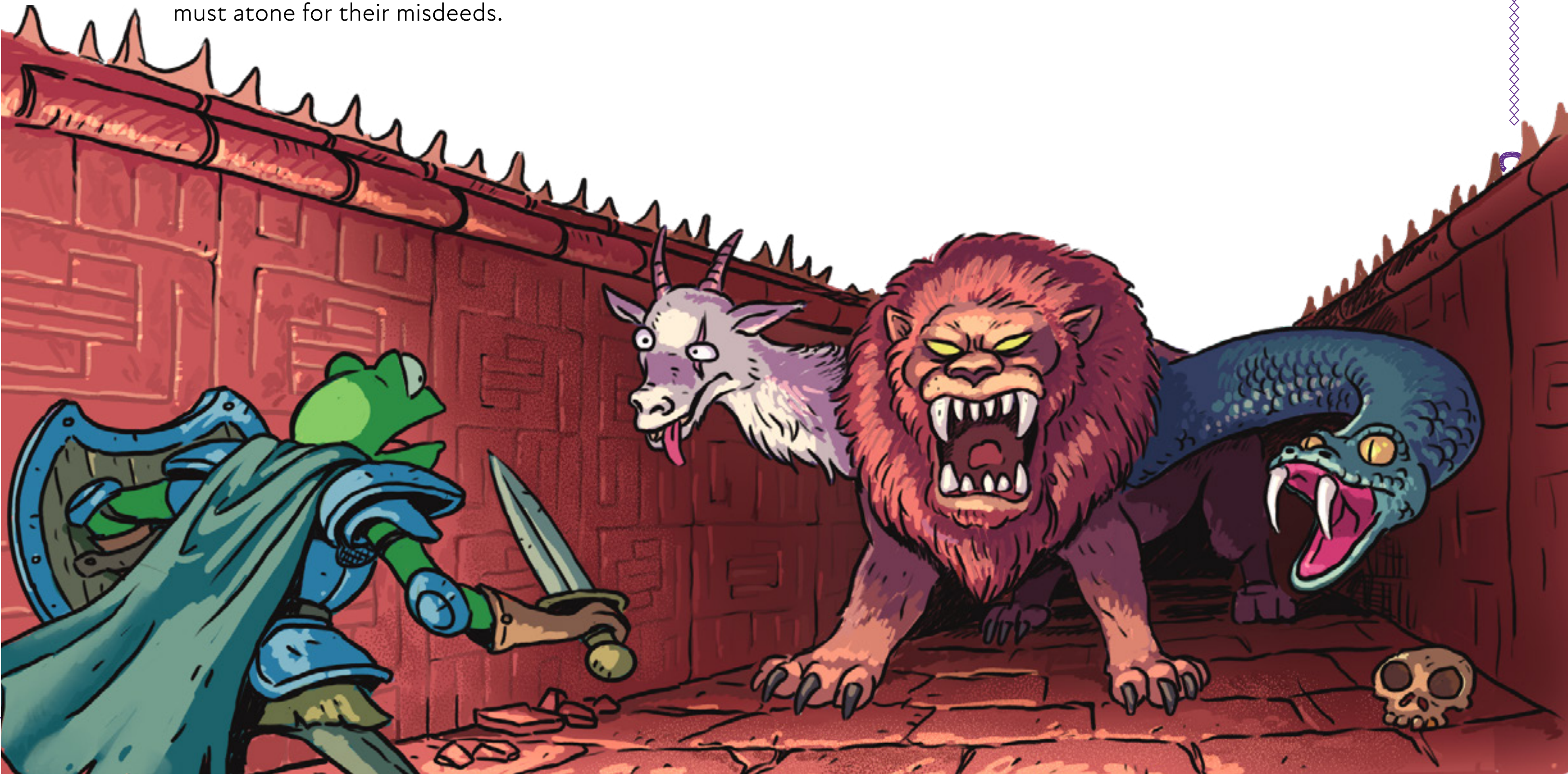
The Cult of Ehk has finally caught wind of the outcasts at the Red Maze of Ra'tha. Cult assassins would have slain Lord Lathar were it not for Lady Sharsaa. They were repelled, but ended up entering the Red Maze itself, in search of Razash the Gorgon. Razash is a former Cult of Ehk priest, and the cult does not look favorably on betrayers.

- Razash can be found by spending 2 Keys. Razash is no coward, but even they know they are no match for the assassins. While Razash is not afraid to die, they can't let the cultists find the *Relic* they stole: *The Fang of the Serpent God*, a dagger that can cut through the veil of reality, opening a portal to Ehk's realm, long enough for serpent **MUTANTS** (L9-C) to spill through.
- A group of eight **SARPATHI REAVERS** (7xL7-G, 1xL7-B) and their leader, a **SARPATHI HIEROPHANT** (L7-C) named Argaz, are searching for Razash and the dagger. If the PCs stay in one spot in the maze, or if they encounter a Hazard, the sarpathi find them.
- If the PCs successfully defeat the sarpathi, Razash asks them to take the dagger to The Burning Fields (p222) and to cast it into a lake of fire so that it will be utterly destroyed. Razash would do it themself, but they refuse to leave the Red Maze because they must atone for their misdeeds.

THE LOST ORACLE OF THE RED MAZE

Lady Sharsaa Ironfang is no stranger to the rumors of a great being hidden within the Red Maze. In fact, she knows these rumors to be true, as she saw it for herself. During a vicious battle for survival against a ravenous **CHIMERA** she was rescued by a **DWELF**. The creature said nothing, simply using magic to dazzle the monster and lure it away. Awed, Lady Sharsaa wished to thank the dwelf, but he disappeared into the maze. Now, as an older woman, a former champion, and one whose whole life has been blessed by that one single act, she wishes to return to the maze and thank the dwelf personally. Lady Sharsaa requests that the PCs escort her to the dwelf's domain so that she may pay her respects.

- During any Hazard in the Red Maze, there's a 1-in-12 chance that the PCs encounter the **CHIMERA** (L8-C).
- The **DWELF** (L8-C), named Olmet, can be found by spending 5 Keys. When thanked, Olmet nods humbly and replies, "I only ask that you return the act in kind to another in need."
  - Lady Sharsaa takes this as a sign to leave and mount a resistance against the Cult of Ehk.
- Olmet's memory has faded so he doesn't remember why he came to the Red Maze, only that he has been here long enough to call it home.
  - Olmet was once a peer of Bim (p299), but they parted ways thousands of years ago. If Bim is mentioned, Olmet smiles wistfully and remembers that he had wanted to talk sense into the warring wizards who corrupted magic, while Bim opted to retreat from the world. For reminding him of his past, Olmet bestows each PC a **BOON**.



Zones

The Burning Fields

Rivers of magma and burning pits of molten lead cover the desolate landscape of the Burning Fields. Ash drifts on the air like black snowflakes, while the throbbing heat of deep volcanic wells growl and hiss. Located along the rim of a vast tectonic plate, the Burning Fields are home to some of Eem's strangest and most dangerous creatures and critters. Most notoriously, however, the Burning Fields are home to the ancient fortress known as Audrastica's Keep.

MODIFIERS

- -3 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE BURNING FIELDS	
1	**VOLCANOIDS**
2	**MAGMAR**
3	**LAVAGOGS**
4	**STALAG MITES**
5	**SLAGMUNCHERS**
6	**HARPIES**

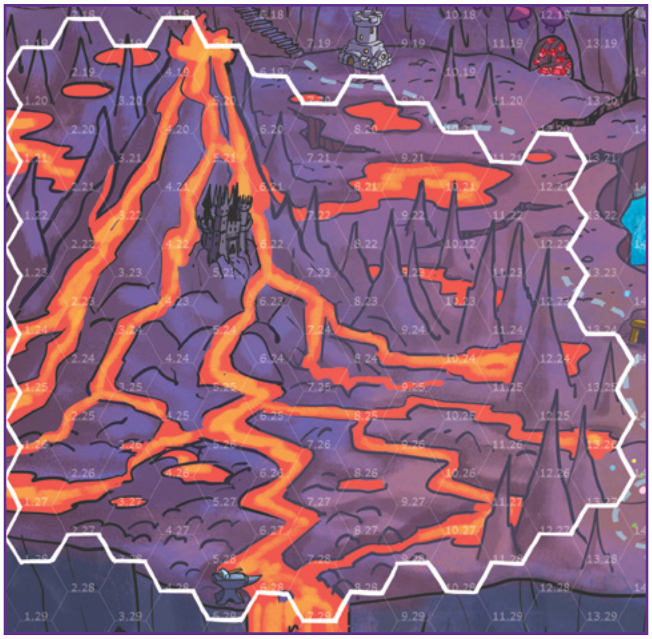
WHAT'S THERE

EXTREME HEAT

Weaving across the zone in braided, burning rivers, magma constantly bubbles and churns from below. Walking through the Burning Fields is a hazard—PCs without protection against fire or heat suffer 1d4 Dread each Travel Turn.

THE STALAGMOUNTAINS

A range of mountainous stalagmites ring the Burning Fields. A unique group of subterranean **HARPIES** called the Coven of the Lady's Eye dwells in the area, preying on lavagogs, slagmunchers, and the rare traveler who dares enter the Fields. It is said that their ancestors were the servants of Audrastica the Pitiless and that they still venerate her today. Traveling through the Stalagmountains spares PCs from suffering Dread each Travel Turn due to heat, but Travel Checks suffer Disadvantage and random encounters always involve **HARPIES**.



MOUNT MAGMORN

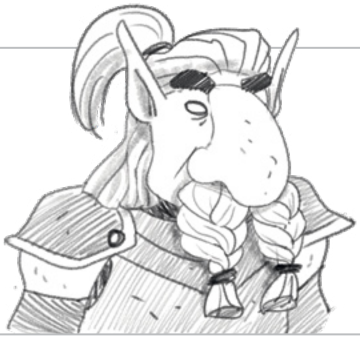
The largest volcano in the Underlands, Mount Magmorn's lava spreads out across the Burning Fields, even spilling down the Great Chasm, creating Volcanika Falls.

RUMORS

A wizard's abandoned fortress lies somewhere in the Burning Fields.

Legends tell of a great **LAVAGOG** with a belly full of molten gold who slumbers in the Burning Fields.

Strange harpies haunt the Burning Fields, worshipping a long-dead wizard.



BURGAR THE HEWER

The legendary dweorg hero, Burgar the Hewer scours the Burning Fields for an old foe, a giant lavagog called Goldbelly who devoured his family's Ancient Hoard. Burgar was once a prominent figure in Zr'gh'grg, but he became obsessed with revenge when he lost his family fortune.

- **Traits:** Brave, obsessive, manic gleam in his eye.
- **Motivation:** Destroy Goldbelly and reclaim his family's treasure.

QUESTS

THE GREAT GOLDBELLY

Burgar the Hewer is certain he's found the beast Goldbelly, a monstrous **LAVAGOG** that attacked his family's home and swallowed their treasure hoard whole. Burgar has vowed vengeance and tracked the beast to a bubbling lake of lava at the slopes of Audrastica's Keep (p240). But before he dares slay the beast, Burgar will need to be prepared. He seeks a legendary dweorg forge called the Forge of Kra (p219), where he shall craft a powerful weapon infused with the spirit of Kra, the great glittering dragon god of dweorg myth. In order to do this, he needs special Components: magmar essence, shimmer granite, and a pouch of Gold ⛁. If you gather these, Burgar will give you treasure from his recovered hoard.

- The **MAGMAR ESSENCE** must be acquired from a living **MAGMAR**, and the **SHIMMER GRANITE** can be found in Stone Shar Forest (p238).
- Once the Components are collected and brought to the Forge of Kra, Burgar creates *The Spear of Kra* (roll a random weapon property).
- Burgar offers the PCs the opportunity to watch him slay Goldbelly (**LAVAGOG** L4-C) on the slopes of Audrastica's Keep if they will help him find it. But things don't go as planned. Burgar needs help defeating the creature as well.
- When it is defeated, Goldbelly regurgitates Burgar's treasure, which comes out of its stomach like a big, molten slop of solid gold. Despite the treasure having been melted, Burgar is thrilled and praises the PCs as his friends forever.
- Instead of the melted treasure, Burgar offers to reforge the PCs' weapons if they collect the components. Any *Magnificent* weapon can become a *Magic* weapon of Kra if the following components are added to the crafting recipe: **MAGMAR ESSENCE,** a pouch of Gold ⛁, and **SHIMMER GRANITE**.

THE MAGMAR KING

There are many dangers in the Burning Fields, but the most harrowing are probably the magmar. And as you approach a long, winding lava river, a sudden explosion of heat and fire catches your attention. Behold, Magmorn, King of the Magmar, a twenty-foot, living lava beast that casts a burning shadow. As the terror sets in, however, Magmorn miraculously speaks, "Hail, wanderers! Bow before Magmorn, King of the Magmar, master of all the Burning Fields! I offer you this one chance to earn your right to traverse my lands. Do you accept?"

- Should they not accept, Magmorn vanishes into the lava river with a warning, "Then you have made an enemy of the magmar on this day." At the order of Magmorn, a group of **MAGMAR** (L6-G) attack the PCs at inopportune times when they are in the Burning Fields, even if they are inside Audrastica's Keep (p240).
- If the PCs accept, Magmorn bids them to complete a task. Travel down the Old Dwarf Road (p234) to the Kingdom of the King of King Delvers (p232) and return with a strand of the King's wool. Only then will the PCs be worthy to tread upon the Burning Fields.
  - If asked why, Magmorn explains that in the old times the Kingdom of the King Delvers stole a simple volcanic rock from the Burning Fields. This rock was Magmorn's heart. Without his heart, his chest heaves without fire, and his spirit flows without passion. Magmorn believes his heart must have been destroyed, so now he wants revenge in the form of the King's wool.
- The King of the King Delvers is located in Hex 51.18, living within a huge, winding tunnel: a **RANDOM MAZE** (p232). At the end of the maze dwells the King (**KING DELVER** L10-C), a massive critter, older and bigger than all other king delvers. But the King is not a thief in the traditional sense. Rather, it's apparent that the critter just collects rocks. Its burrow is filled with rocks from all over the Underlands, of every type and size, including every single Elemental Component in existence.
- 12+ Search Check: Buried among the thousands of rocks is a large, red rock: Magmorn's heart.
- Bringing back the King's wool would either require shearing off a huge swatch of the beast's wool either without the King noticing, somehow, or after slaying the King, which Magmorn expects.

If the PCs bring Magmorn the King's wool, **MAGMAR** will actively aid the PCs against other adversaries in the Burning Fields. If they bring Magmorn his heart, he is overjoyed, and grants each PC a **BOON** as well.

Crystalline Desert

In the Crystalline Desert, rolling hills of prismatic, powdery, crystal sand glimmer under a stone canopy of bioluminescence. The colors shift and change as the cavern ceiling pulses with living light. Stretching into the darkness of the horizon, the Crystalline Desert is a still—and almost unnervingly quiet—place. No one knows how the desert was first formed, but some surmise it was created by crystals ground down over eons by the shifting subterranean continents of Eem. Others believe its origin lies in something more magical. Either way, explorers from all parts of the world marvel at the colorful landscape. Just be warned, without a proper guide it can be hard to avoid the hidden dangers of this Underlands desert.

WHAT'S THERE

PRISMATIC FLATS

Most of the Crystalline Desert is made up of rolling, powdery dunes, but the Prismatic Flats are a stretch of hard, packed sand. They are known to be quite dangerous because of the high numbers of **KALEIDOSCORPIONS** that live here and use the natural surroundings to blend in.

WHIRLING SANDS

A great vortex of sands whirls in the air and churns in the ground—a permanent, stationary storm. For unknown reasons, the Whirling Sands sometimes produce brilliant displays of light in dynamic patterns—reds, greens, purples, pinks, and blues that streak across the cavern "sky." Whenever this happens, nomadic **LORGADS** are drawn to the spectacle and celebrate with windswept bonfires and ceremonial dances. Anyone who interrupts these festivities is liable to lose their heads.

Many folks wonder what lies at the eye of the storm in the center of the Whirling Sands. Legend has it that there is treasure within. And that may be true, but if so, it is likely just the result of a long line of brash adventurers venturing into the quicksands, each one losing their own treasure to add to a hefty jackpot.

RUMORS

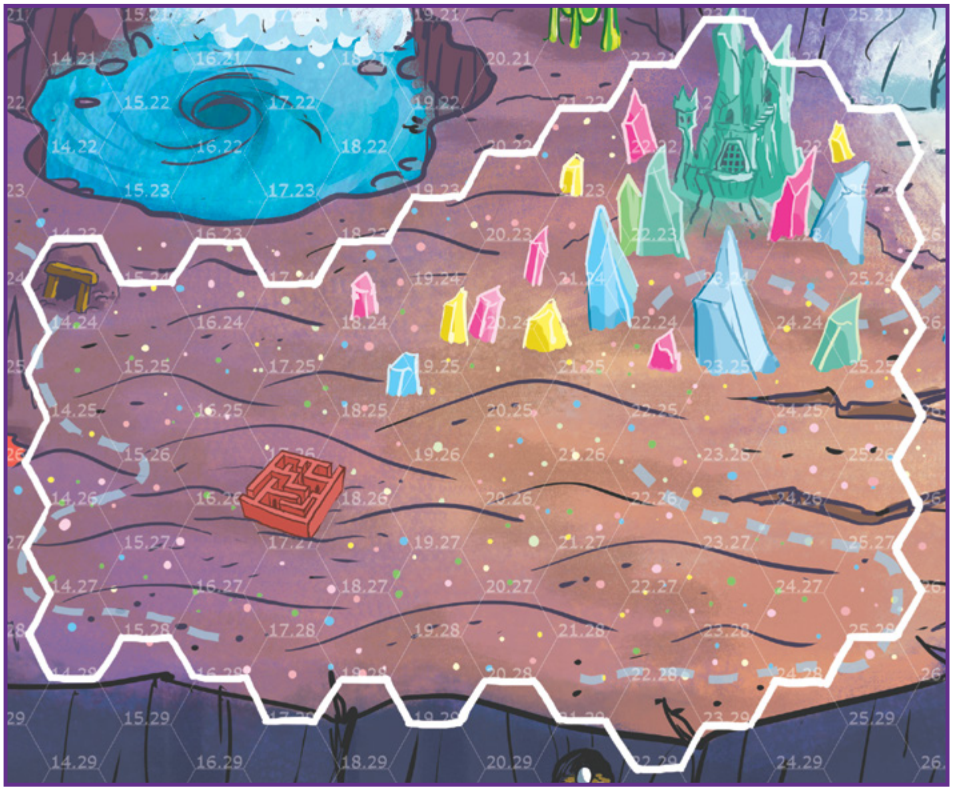
- ✦ A spithra is searching for the most perfect color in existence.
- ✦ A wanderer called Azarun the Many believes he has discovered the meaning of life.

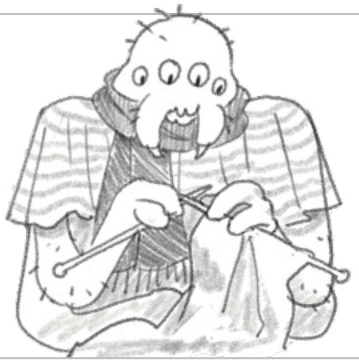
MODIFIERS

- ✦ -1 Travel Checks
- ✦ +1 Wandering Intruder Chance

WANDERING INTRUDERS

CRYSTALLINE DESERT	
1	**PALE FOLK**
2	**LIVING LANTERNS**
3	**CHROMADYTES**
4	**KALEIDOSCORPIONS**
5	**KING DELVER**
6	**SLAGMUNCHERS**





HUE THE COLORSMITH:

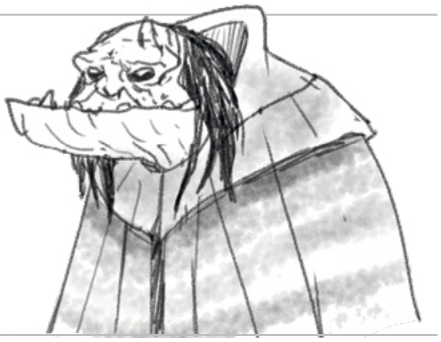
A **SPITHRA** adventurer, tailor, and gossamerchant traveling from Shrym, Hue is tall, has a pale complexion, and lacks the hairs common to the spider-folk. Adorned with all manner of gear, including elaborate needles and scissors for working fabric, Hue is always absentmindedly sewing or knitting something with his offhands.

- **Traits:** Dedicated, dextrous, references obscure color names.
- **Motivation:** Collect the rarest color pigments in Eem to fashion marvelous fabrics for his traveling merchant business.

AZARUN THE MANY

A **LORGAD** elder who walks the sands draped in rainbow robes, Azarun the Many believes that the Crystalline Desert is a divine landscape, where the gods first woke and used its many colors to paint the world. He is called the Many because he has both been and believed many things in life, but Azarun now believes that he has finally come upon the truth and meaning of it all.

- **Traits:** Cryptic, always walking, raspy.
- **Motivation:** Become one with the world in death—to paint the skies and the seas and the mountains.



QUESTS

THE MEANING OF LIFE

Azarun the Many believes he has found the meaning of life, and he wants to share it with as many people as possible—for his time is ending. But Azarun cannot simply reveal this secret to you. You must experience it on your own and come to an understanding naturally. Azarun tells you to walk the Crystalline Desert—every mile of it. And, when you have finished, find Azarun and tell him what you believe.

- When the PCs return after traveling every Hex of the desert, Azarun asks them how their experiences have informed them about the meaning of life. He fully expects for their adventures to have been random and only have meaning once they place them in a narrative after the fact.
- Thus, Azarun posits that we must make our own meaning in life, and in doing so, we make sense of the world by telling stories. “The meaning of life,” he says, “is telling stories. To ourselves, to each other.”
- Upon relaying this, Azarun the Many continues his eternal walk of the desert. The PCs all gain +2 XP.

THE UNOBTAINABLE COLOR

Hue the Colorsmith has traversed the Land of Eem in search of rare and exotic colors to use as fabric dyes. An artist and tailor, an explorer and risk taker, Hue’s quest is less about fashioning exquisite ensembles of stupendously expensive clothing and more about pushing his own artistic vision. Here in the Crystalline Desert, the very sands are made of ever-changing pigments, their colors literally shift in the light, and he believes he has found a way to extract their secret.

But there’s a problem: the most concentrated of the color-changing pigments are found in the center of the desert, in a perilous place called the Whirling Sands. Venture into that place and collect the polychromatic sands there, and Hue will create garments of incredible beauty for you.

- The Whirling Sands is located in Hex 21.27 and is a cyclonic landscape of high winds and quicksand, constantly shifting and sinking into itself like a whirlpool in the ocean. The PCs will only be able to find the pigmented sands that Hue desires in the eye of the storm.
- A dreaming **DRAGON** (L8-C) is the source of the strange phenomena within the eye of the storm. The dragon has been in a magical sleep for thousands of years. All of the wind and churning sand clearly emanate from the dragon. Presumably, the creature’s vivid dreams are causing the brilliant flashes of color.
- The finest, most pigmented sand is located right beneath the sleeping dragon. The dragon can’t be awakened by normal means, but it sleeps on an island of solid ground that is surrounded by quicksand and powerful winds.
- If the PCs bring him the sand, Hue calls the new color prismarine, and he tailors fancy garments of the color for the PCs.
  - Prismarine Garments: [stylish] Commoners and nobles initially regard the wearer as classy and/or flashy, for better or worse.
  - **PRISMARINE**: Add to an armor or clothing recipe to also make them [stylish].

Devouring Gorge

Tremendously deep fissures in the rock form miles-long chasms that branch out like a giant web. The place has a harrowing reputation for adventurers going missing, swallowed by the vast network of treacherous, craggy pathways. But the reports go far beyond the odd adventurer gone missing; creatures, critters, and even creepers vanish when entering the gorge. Proceed at your own peril, this place might be cursed!

MODIFIERS

- -2 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

DEVOURING GORGE	
1	**CAVEMAW**
2	**REEGALDEEKS**
3	**WAILING WOES**
4	**PITWHISTLER**
5	**CAVE OYSTERS**
6	**LEADRALPHERS**

WHAT'S THERE

THE WINDSWEPT CLIFFS

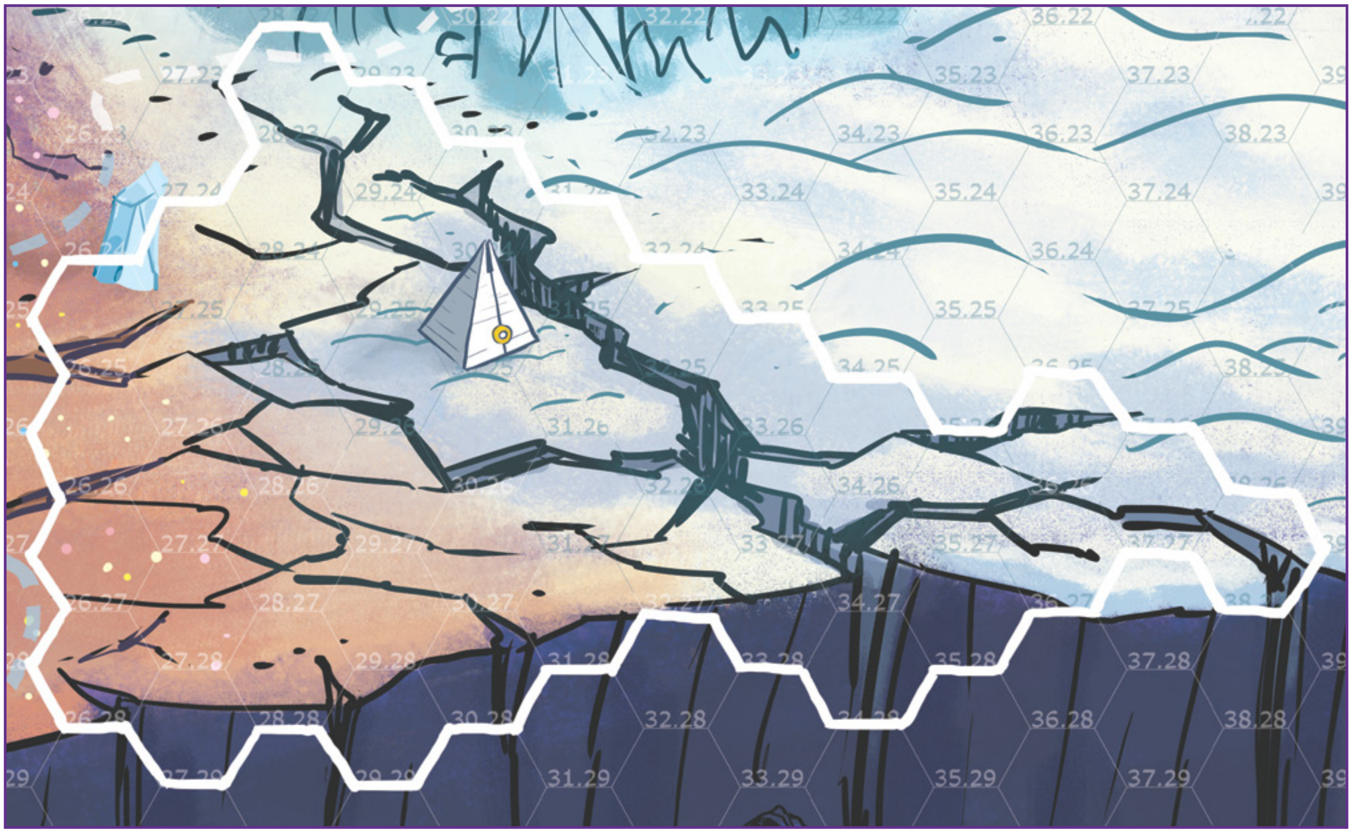
The perilous cliffs of the Devouring Gorge are battered by a strange and powerful wind, the result of hot air from abyssal magma interacting with the cold air of Ice Tongue Caverns. The wind carries in spores from the Fungal Jungle that then freeze, becoming shimmer-snow that collects in the Shimmer-Snow Steppes.

Because of the high physical demands of traveling here, PCs must roll Athletics instead of Realms for Travel Checks. On a result of 3 on the Bump in the Road table, the PC slips into the Hungry Depths.

THE HUNGRY DEPTHS

Adventurers often disappear forever in the Devouring Gorge because of the churning currents of air that drag them into its depths. But it's not impossible to survive such an event—one just has to keep their wits about them. A skilled, or lucky, adventurer could glide on the currents and land back on a ledge of the cliff face. This requires a Nimbleness Check. Luckily, the winds will slow the descent of a PC who falls in, allowing their party members to react with creative rescue attempts.

If a PC does fall deep into the Hungry Depths, they must Defy Death. Anyone who survives finds themself on a windy rock ledge looking up at the cliff.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RUMORS

- Explorers go missing in droves at Devouring Gorge, never to be seen again.
- Strange voices can sometimes be heard crying for help in the Devouring Gorge.
- A treasure trove of **CAVE OYSTERS** lives in Devouring Gorge, including the legendary Grand Goobar, said to contain a pearl the size of a wagon.

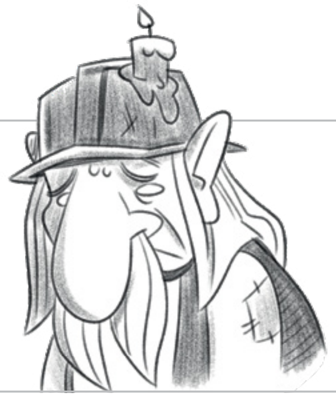
OUTBOUND RUMORS

- Strange and scary folks are trekking to the pyramid in the gorge, hunting treasure.
- A bandit yowljack in the Shimmer-Snow Steppes is gaining power and influence.

KURGUS BURGO

A dweorg miner, Kurgus lost touch with his team during a foolish expedition into the Devouring Gorge to harvest cave oyster pearls. He won't admit it, but he knew of the extreme dangers and didn't tell his crew about them.

- **Traits:** Sweaty, distraught, chews on his beard.
- **Motivation:** Find his lost teammates and bring them back to safety.



QUESTS

CRIES IN THE DEEP

Kurgus Burgo never should have chased the rumors trying to find **CAVE OYSTERS**, and he should have especially avoided the Grand Goobar—the legendary cave oyster said to contain a pearl the size of a house! It wasn't a fortnight ago that Kurgus and his team of miners delved into the deep of the Devouring Gorge and were separated. Kurgus warns you not to pursue the Grand Goobar, but if you must, he tells you the critter is rumored to reside in the northernmost part of the Devouring Gorge. Kurgus offers you four cave oyster pearls if you can find the six missing miners.

- To find the miners, PCs must make Exploration Checks. On a Success, they find a miner. Additionally, each day of searching increases the risk that the miners will be eaten by **CAVEMAWS** or **PITWHISTLERS**. Roll 1d12. On day 1, a result of 1 means a miner has perished. On day 2, a result of 2 or less means another miner has perished, and so on.
- When they rest, the PCs can hear dweorgs calling for help, but they do not respond to the PCs' attempts to communicate. These are the calls of **PITWHISTLERS** (L4-B) trying to lure PCs into their traps as prey.
- There are **CAVEMAWS** everywhere, hidden throughout the Devouring Gorge, that are hungry for prey.

THE GRAND GOOBAR

The pearl of a **CAVE OYSTER** can be quite valuable to the right buyer, but a pearl the size of a house is worth a fortune! And that's why the tales of old Goobar got the attention of miners, hunters, and adventurers throughout the Underlands. Kurgus Burgo has heard the tales himself and can vouch that they're likely true, but a journey through the Devouring Gorge isn't worth it! That said, if you're looking to find your fortune, and you like a little danger, journey to find the Grand Goobar and steal its gargantuan pearl.

- The Grand Goobar dwells in a dark, cavernous hole at the bottom of a gorge in Hex 30.24. guarded by a **TARKIN** (4xL6-G, 2xL3-B, 1xL4-C) camp. The tarkins are after the pearl themselves and are hostile
- The Goobar is not combative; in fact, it's so large that it just sits languidly, barely moving at all. However, the Grand Goober will snap shut reflexively (1d12 Dread if anyone tries to remove its boulder-sized pearl, which weighs a ton, without passing a Nimbleness Check).
  - If the pearl is taken successfully, the Grand Goobar spits slime in protest, and everyone Nearby is **SLOWED**, but it eventually settles down if left alone.
- If the Grand Goobar's pearl is brought back to Kurgus Burgo, he is flabbergasted and suggests they be careful and find some noble with deep pockets in New Delve City's High Rock District (p25). He offers to help them transport the pearl in his wagon for a share of the haul.
- If the pearl is successfully transported to New Delve City without being stolen, a noble by the name of Grik Wetherbeeg will purchase it for 5 pouches of Ancient 🪙, a huge sum!

Goraxia

The great falls of the Endless River pour into Goraxia, a gargantuan saline lake of dark, roiling water. Surrounded by cliffs on all sides, Goraxia is known primarily as an entrance to the Underdeep, the abyssal plain of Eem's seas. The lake is a thousand feet deep and full of aquatic life, sometimes even great abyssal beasts from the Underdeep itself wander into it.

MODIFIERS

- -3 Travel Checks
- +3 Wandering Intruder Chance

WANDERING INTRUDERS

GORAXIA	
1	**KRAKEN**
2	**BRINE BATS**
3	**ZOMBIE BARNACLES**
4	**SCUMSEERS**
5	**HYDREEL**
6	**EXAJELLY**

WHAT'S THERE

THE LAKE'S SURFACE

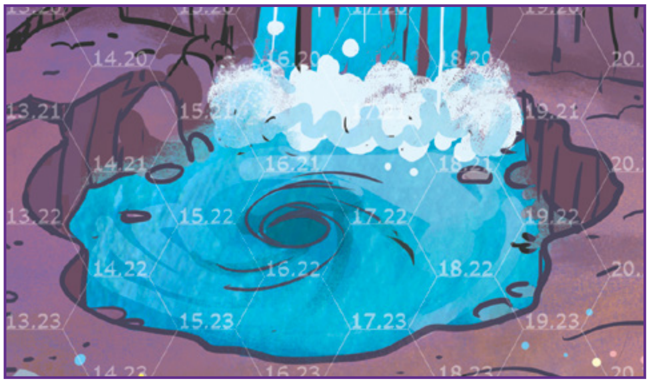
A massive whirlpool is at the center of the lake, as if the Endless River were draining into a big hole. Most of the lake's fauna know to avoid the whirlpool, but some things still get caught accidentally in its maelstrom and others still are powerful enough to move freely in and out.

DAGWOOD INDUSTRIES NAUTICAL RESEARCH OUTPOST

A small hut attached to a large shed houses two Shrym submersible vehicles. Manned by a **SHARKUNI** named Jibber, the Research Outpost is owned by a shrym underwater adventure scientist named Dagwood Dellaweez. Originally from the realm of Shrym, the good scientist has established a few research outposts here and there in Eem. There are several along the coast of Shrym, but after pirates destroyed his outposts in the Mucklands, Dellaweez expanded to the Underlands instead. Dellaweez uses the outposts personally when he is present, but his company also pays explorers for their research and rents out Shrym submersibles, rare vehicles that can survive extreme underwater pressures.

Shrym Submersibles

- Rent: Gold ⛁ x2
- Own: Ancient ⛁ x3



Research Payment

For every report of an Underdeep encounter or discovery, Dagwood Industries pays Copper ⛁.

THE HYDREEL OF GORAXIA

An infamous beast, the Hydreel of Goraxia is perhaps the biggest **HYDREEL** (L10-C) ever recorded. It roams the lake's surface feeding on fish and anything that bumbles into the lake. It has also been known to hunt in the deep waters, even killing larger fauna like **EXAJELLIES** and **KRAKENS**.

THE DEEP WATERS

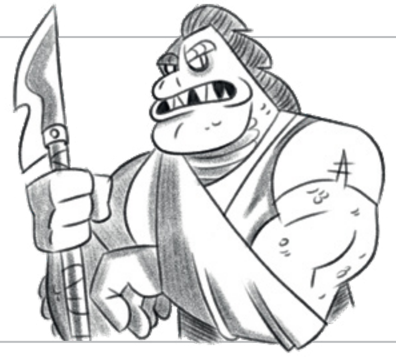
Diving this deep requires special submersible vehicles, magic, or being a whalen or other aquatic folk. At a thousand feet deep, huge aquatic creatures find their way into Goraxia.

The Mouth of Goraxia

The Underdeep (p314) is not shown on the map, but represents the deepest parts of Eem's oceans. To reach the Underdeep, also known as the Abyss of the Sea, PCs must dive a thousand feet into the lake and pass through a massively wide tunnel called the Mouth of Goraxia. That's when it becomes apparent to explorers that the lake was formed in some kind of fossilized mega leviathan, and the tunnel is literally the beast's toothy mouth.

RUMORS

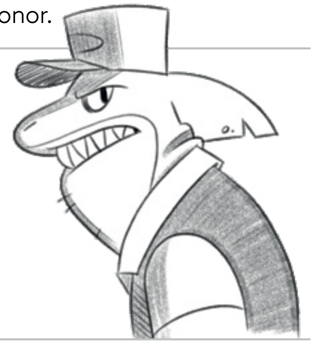
- Goraxia is the best way to enter the Underdeep, though it's still incredibly dangerous.
- Horrible, gargantuan beasts dwell in the depths of Goraxia, including the biggest hydreel ever seen.
- A company is paying explorers to record their findings in the Underdeep.



SKEELAR

A **DRATCH** with a mission to slay the Hydreel of Goraxia, Skeelar is the last member of his hunting drove and will not return home until he has the hydreel's heart in his meaty grasp. Unfortunately, Skeelar is wounded, has exhausted almost all of his resources, and has resorted to throwing spears to draw the hydreel to the cliffside.

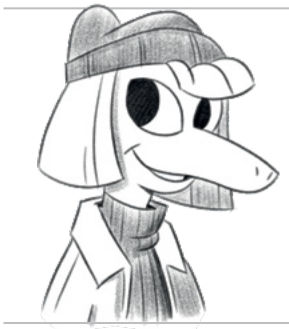
- **Traits:** Obsessed, foolhardy, act-now-think-later attitude.
- **Motivation:** Return home a hero or die with honor.



JIBBER WHALESTROM

Manning the Dagwood Industries Nautical Research Outpost, Jibber is a hardened **SHARKUNI** who is coarse in both demeanor and language. Paid peanuts because business is very slow down here, Jibber likes the job because it affords him lots of free time to hunt the waters. All in all, he's a simple fellow, and feeding him snacks from the surface is an easy way to get on his good side

- **Traits:** Swears like a sailor, lonely, loves snacks.
- **Motivation:** Live and hunt rent free, despite the loneliness.



MINNY TYMBAR

The youngest of the shrym Tymbar sisters (Jinny and Binny can be found in Scalawag Strand in the Mucklands, see *The Mucklands Sandbox*), Minny's dream is to explore the waterways of the Underlands and the Underdeep. Using her modified submersible vehicle, Minny dove almost to the bottom of Goraxia before her small crew got too spooked by the monstrous creatures and ditched the expedition. Now, she's wondering if she really has what it takes to be here.

- **Traits:** Curious, excitable, always second guessing herself.
- **Motivation:** Live up to her sisters' reputations as an explorer and scientist.

QUESTS

TO THE UNDERDEEP!

Minny Tymbar's crew has quit, but the plucky shrym is determined to keep going. You wouldn't want to go on a once in a lifetime expedition into the Underdeep, would you? Think of all the amazing discoveries! Reward, you say? You mean, beyond the thrill of adventure?

- If the PCs have also met Skeelar, he could be persuaded to join Minny's crew if it gives him a chance to fight the **HYDREEL**.
- Minny's submersible is *The Shiver Me Tymbar*. Hull: 20, Attack:+1, Dread:1d8, 1d20 torpedo ammo. Grabbing claw, 20 Inventory cargo hold, moonpool, 6 Shrym Aquanaut suits.
- Everyone must take a job on the submersible, and the party makes 5 Travel Checks using the following Skills: Co-Pilot x2 (Nimbleness Check), Sensor Tech (Tinker Check), Rigger (Athletics Check), Navigator (Perception Check).
    - For encounters, roll on the Goraxia Wandering Intruders table.
- The Mouth of Goraxia is a sight to behold. The lights of the submersible reveal the huge teeth of the megafauna fossil, probably the largest creature anyone has ever seen. Beyond the threshold lies the Underdeep (p314).

THE HUNTER'S LAST HURRAH

Skeelar the dratch is on his last legs. He's given it his all but barely nicked the dreaded Hydreel of Goraxia! Its foul heads just keep coming back. And now, with his fellow dratch hunters all slain, Skeelar is planning his final assault. Even if you will not help him, will you witness his demise? Will you tell the tale of Skeelar the Brave?

- Skeelar has no shot of surviving against the Hydreel of Goraxia (L10-C) without help. But he puts on a good show if the PCs do not step in.
    - Skeelar lures the beast, launching spears at it from the cliffs. Then he leaps down, hacking at its many necks. Waves surge as the hydreel thrashes. Skeelar manages to cut off the central head but the two plunge into the water, the dratch never to be seen again as the hydreel retreats to its hidden cove.
- If the PCs help Skeelar, he does his best to take the brunt of damage. Skeelar (Attack:+2, Defense:-1, Courage: 15, Dread: 1d10, Block:1)
- **HEROIC TITLE ACHIEVEMENT:** Help slay the Hydreel of Goraxia.
    - ***Slayer of Goraxia*** ♕**.** Gain +1 Courage. All dratch, and most hunters, are respectful if not friendly toward the PC.

Ice Tongue Caverns

Frozen stalactites and stalagmites ring the mouths of caves like the frigid teeth of a great snow beast. Hard, frosty ground creaks beneath boots, and the skeletons of wayward travelers decorate dark pockets of labyrinthine tunnels like grim ornaments. These caverns are cold, bitter cold, yet the source of their brutal temperature has never been truly understood. Folk throughout the Underlands have different legends surrounding the nature of Ice Tongue Caverns. Goblins have vague explanations for the mysterious subterranean cold, chalking it up to strange weather phenomena or even the boggart legend of the Coldwyrm—a creature whose breath is said to usher in winter in the Mucklands. But dweorgs, moledwerps, and tarkin believe in a being called the Frowga, a mythic **SKASHIC TITAN** whose deep inhalations draw in fire and long exhalations create frost.

MODIFIERS

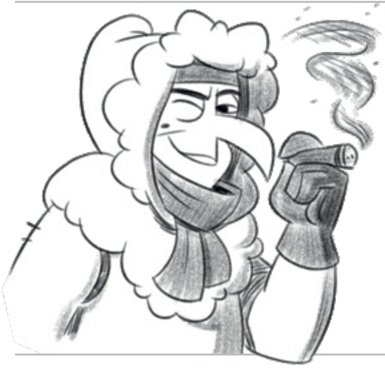
- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

ICE TONGUE CAVERNS	
1	**YETI**
2	**STALAG MITES**
3	**SCRAGGLES**
4	**PALE FOLK**
5	**DRAKE (BLUE)**
6	**MORGLOGS**

RUMORS

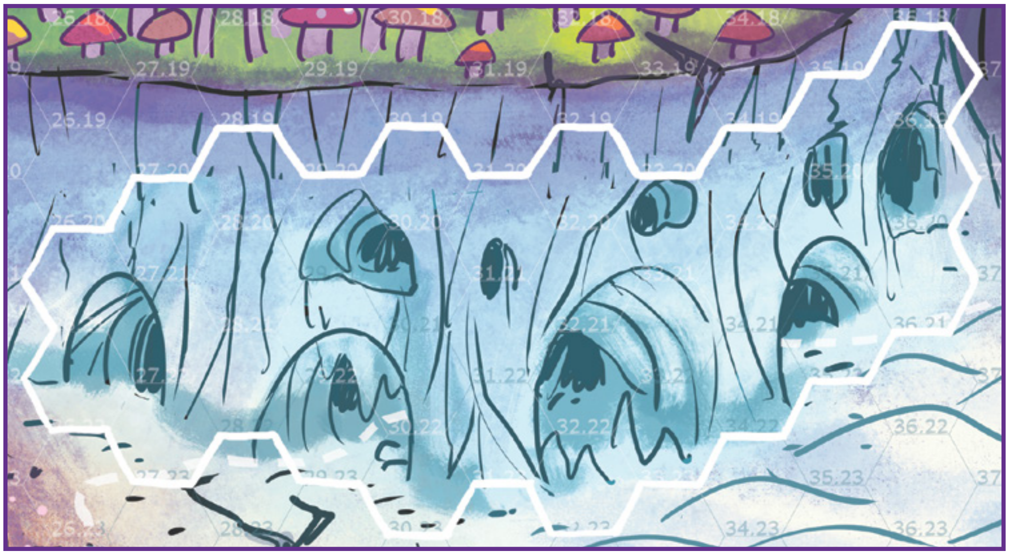
- Legend tells that a giant called Frowga is responsible for the frigid climate of Ice Tongue Caverns.
- A genius yeti has built a farm in the Ice Tongue Caverns.
- A blue dragon lives in the caverns and loves visitors that pay tribute.



LOOREE URZKA III

A well-known goblin explorer from a long line of explorers, Looree dresses in a thick, fur coat and is always chomping on a cigar. Looree and her team of husky **WRIGGLING SNARPS** mush through the caverns in search of evidence that can prove the existence of either the Coldwyrm or Frowga the Giant.

- **Traits:** Foolhardy, tenacious, smoker's voice.
- **Motivation:** Earn her place amongst the great explorers in Eem by making the discovery of the century, the source of Ice Tongue Caverns' cold.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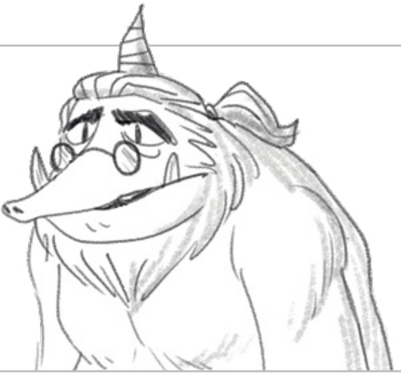
DOODOR THE HERMIT



Doodor the hermit yeti has lived many years alone in the Ice Tongue Caverns, keeping to himself and farming stalag mites. Long ago, he was kicked out of his clan in the Whitecap Mountains for his wild ideas. But Doodor simply loves to read and learn and follow the beat of his own chest. His farm is so big and self-sufficient that he could feed a whole village.

- **Traits:** Endlessly curious, lonely, sighs deeply.
- **Motivation**: Prove his worth to his clan and reunite with his former love, Yvonga.

QUESTS

THE BITTER COLD TRUTH

Looree Urzka has made an earth-shattering discovery. After months of delving into Ice Tongue Caverns and mapping the innumerable tunnels, she's found two massive sculptures of ice that must have been carved eons ago! One is of a mighty scaled wyrm, the other of a towering giant. She is utterly convinced these are the Coldwyrm and Frowga the Giant! She is offering Gold 🪙 to delve deeper into the cavern to prove the existence of these mythical beings.

- There are two beings that claim to be the Coldwyrm and Frowga the Giant. The first is Cryx, an opportunistic blue **DRAKE** (L7-B) who seems legitimate; he says that he is a folk god, the bringer of winter, and that Frowga is fake. The second is an **ETTIN** (L5-C) wearing a heavy winter coat who calls himself Frooga, which he says is close enough to Frowga.
- Cryx and Frooga hate each other because both are trying to run the same scam, collecting offerings of food and treasure from denizens, mostly **SCRAGGLES** and **PALE FOLK**
- Cryx and Frooga both appeal to the PCs to sabotage the other. Cryx asks the PCs to steal Frooga's coat, so he'll be forced out of Ice Tongue Caverns. Frooga asks the PCs to steal Cryx's *Magic* crown, which creates a frosty aura.
- If the PCs explain the situation, Looree is disillusioned and asks the PCs to oust Cryx and Frooga from the caverns for another pouch of Gold 🪙.

THE LEARNED HERMIT

Exiled for his unconventional curiosity, Doodor the Hermit has lived off the land in a most surprising way: farming **STALAG MITES**, which seem to thrive in the cold! In fact, he's written a whole book about it, but there's no one to read it, and Doodor refuses to return to his clan to share it. Instead, he's looking for someone to do it for him. You see, Doodor was kicked out of his village for his non-conformist ways. But now, Doodor is getting older and wistful. He had a love once—Yvonga—but she is probably spoken for now. Anyway, can you bring his book to the Yeed clan in the Whitecap Mountains (p169), and see what they think?

- Doodor can be convinced to travel with the PCs, but he won't confront his clan until he knows he'll be accepted.
- The Yeed clan will be shocked that the stalag mite farm is a success. But Yvonga is the new clan leader now, and her heart has been broken since Doodor left. She claims Doodor wasn't kicked out, so much as he left the village in a huff. It's just like him to not even bring the book himself!
- Yvonga is resistant to new ideas and still holds a grudge, not to mention that she has several suitors. But if she's convinced of Doodor's brilliance, a spark is rekindled in her heart. However, if things go awry, the Yeeds might put Doodor on trial for wild ideas and egregious word crimes.

BOR DARANDO'S HAMMER

Doodor the Hermit has heard rumors that bandits have looted the grave site of a dwarf hero called Bor Darando. He finds this utterly distasteful. In his years as a hermit, Doodor has time to read up on the history of the Shimmering Shar, and Bor Darando's valor is the stuff of legend. He cannot stand that bandits have defiled the dwarf's tomb and taken the famous hammer, Mountain Hand. Doodor requests that the PCs track down these bandits and return the hammer to the dwarf's grave.

- Doodor tells the PCs the location of the grave in Hex 27.22 so they can look for clues. It appears the hammer was dragged through the snow and ice for miles and eventually taken into a **RANDOM DUNGEON**.
- The bandits aren't actually bandits at all. The grave was robbed by a **SLAGMUNCHER** (L6-B) that is now terribly hostile and ill because its belly cannot process the magic of the *Mountain Hand hammer.*
  - If PCs find a way to save the critter, it will follow them and protect them from Wandering Intruders while they camp in the Ice Tongue Caverns.
- If the hammer is returned to the gravesite, its head glows with a blinding gold light and the PCs hear an echoing laugh of might and joy—presumably the spirit of Bor Darando being put at peace.
- Doodor will be so taken with the story of the spirit laugh that he will give the PCs each a random Book and stalag mite crunch—a Gourmet Ration.

Kingdom of the King Delvers

A network of huge tunnels makes up a vast warren inhabited by **KING DELVERS**, massive wooly worms that burrow through the bowels of the earth. While the great beasts share tunnels, they frequently clash for supremacy. The zone is constantly rumbling and shaking, with old tunnels collapsing and new ones being created daily.

MODIFIERS

- -1 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

	KINGDOM OF THE KING DELVERS
1	**BLINKING CAVE-INCHERS**
2	**SLAGMUNCHERS**
3	**EYEBATS**
4	**KING DELVER**
5	**KING DELVER**
6	**KING DELVER**

WHAT'S THERE

THE TUNNEL MATRIX

Big, spacious tunnels stretch for miles, making travel faster than normal (2 Hexes per Travel Turn). However, there is always the risk of a **KING DELVER** rumbling through like a sputter-train, not to mention the earthquakes that cause falling rubble and cave-ins. Use the following Bump In the Road table for the Zone.

- 1–2 Lost: Move 2 Hexes in a random direction.
- 3 Falling Rubble: Everyone suffers 1d8 Dread.
- 4 Cave-In: Move no Hexes.
- 5 Speeding King Delver: Successfully hide or encounter a **KING DELVER**.
- 6 King Delver Attack: An ornery **KING DELVER** attacks!

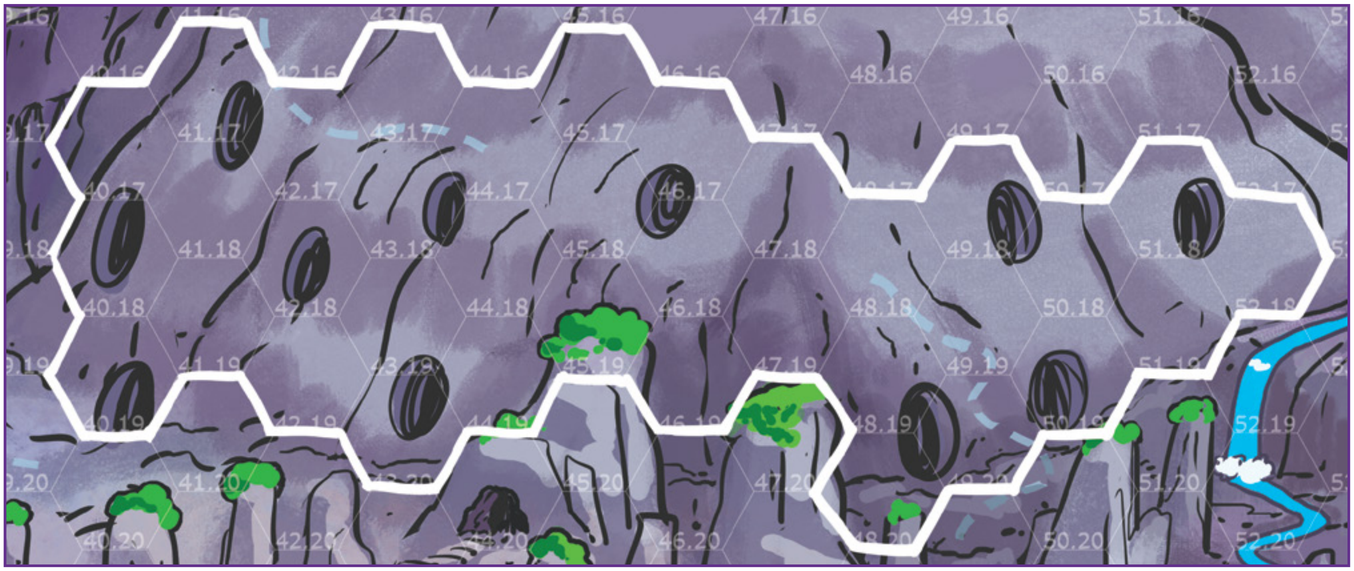
THE KING'S REALM

The King of the King Delvers (L10-C) is located in Hex 51.18, living within a huge, winding tunnel: a **RANDOM MAZE**. The King, a massive critter, older and bigger than all other king delvers, dwells at the end of the maze. Because of its size, the King merely has to move its massive girth to assert dominance over its fellow king delvers. If it wanted, it could flail its body and collapse its den, causing no harm to itself, but surely injuring any PCs inside.

The King is a collector of rocks (see quest **The Magmar King**, p223) and gems, possessing at least a sample of every Elemental Component there is, but it has also amassed an Ancient Hoard, which is scattered in the dirt beneath its wooly body. The King rarely ventures out (only a 1-in-20 chance that it is not present in its den), and, when it does hunt for food, it usually heads to Stone Shar Forest or the Shimmer-Snow Steppes.

RUMORS

- The King of the king delvers is two hundred feet long and older than the gods.
- Krog & Sons Inc. is trying to tame the king delvers so they can be used instead of digging machines.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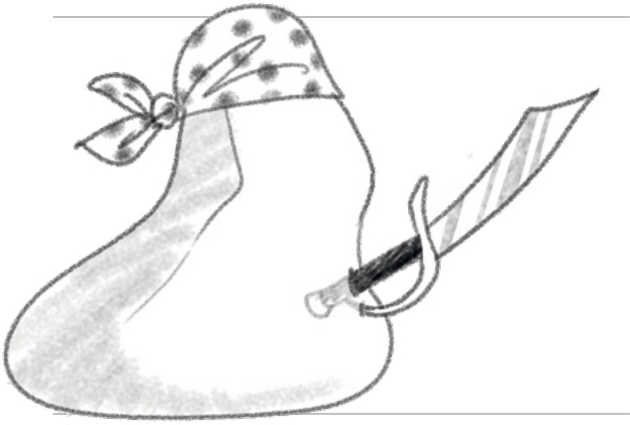


SQUIBS

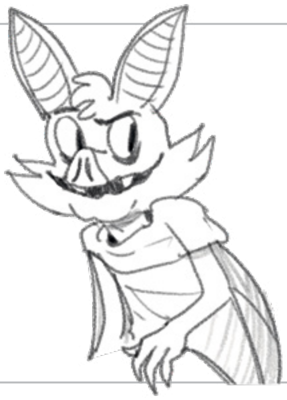
The gelatinous goo pirate known as Squibs is on a mission to find a treasure trove of gems thought to be hidden in the den of the King of King Delvers. Originally from Port Lagoonie, Squibs joined the crew that told him about the rumor. After a run-in with sarpathi in Fangrise Peaks and a disaster in the Kingdom of the King Delvers, Squibs is the last of his crew. The truth, however, is that Squibs is the cause of the disasters, all so he could get the treasure himself!

- **Traits:** Conniving, acts friendly, gem sniffer.
- **Motivation:** Take all the gems for himself and retire in the Scalawag Strand.

ZEBBANESTER QUOD

A flitterfolk schemer with big ideas, Quod was recently hired by Krog & Sons Inc. to be part of their Research and Development team. His first big idea was to tame king delvers and use them instead of costly digging machines. Quod had high hopes that Krog would sponsor a genuine expedition to establish his venture, but they just basically threw him to the wolves with a team of hirelings and told him to make it work. The hirelings quickly abandoned him, and now he's all alone in the Shimmering Shar.

- **Traits:** Ambitious, lacks real skills, wildly overconfident.
- **Motivation:** Impress Krog and move up in the company.



QUESTS

THE GOO, THE BAD, AND THE UGLY

Squibs has lost his crew to disaster, but he's come so far it would be a crying shame to turn back now. Rumor has it that the King's den is full of priceless gems. And it's true—Squibs can even smell them now, faintly wafting on the wind. The only problem is that the King is one heck of a mega monster. Anyone creeping into its den without a plan is bound to get devoured. Help Squibs devise a way to extract the gems from the King's collection, and Squibs will split the profits 50/50.

- Squibs has no intention of splitting the treasure. He only wants to use the PCs as bait while he slips in and grabs as many gems as possible.
- The King of the **KING DELVERS** is monumentally huge (L10-C), but spends most of its time sleeping. If the King wakes up, it is very perceptive (Disadvantage on Sneak Checks around it), and if it starts to stir in anger, a huge earthquake causes rubble to fall and the ground to shift. Pure chaos!
- Squibs will actually make sure that the King wakes up if things are going too smoothly, just so he can take advantage of the chaos.
- If all goes as planned for Squibs, he manages to scoop up a gem haul worth 2 pouches of Ancient 🪙.

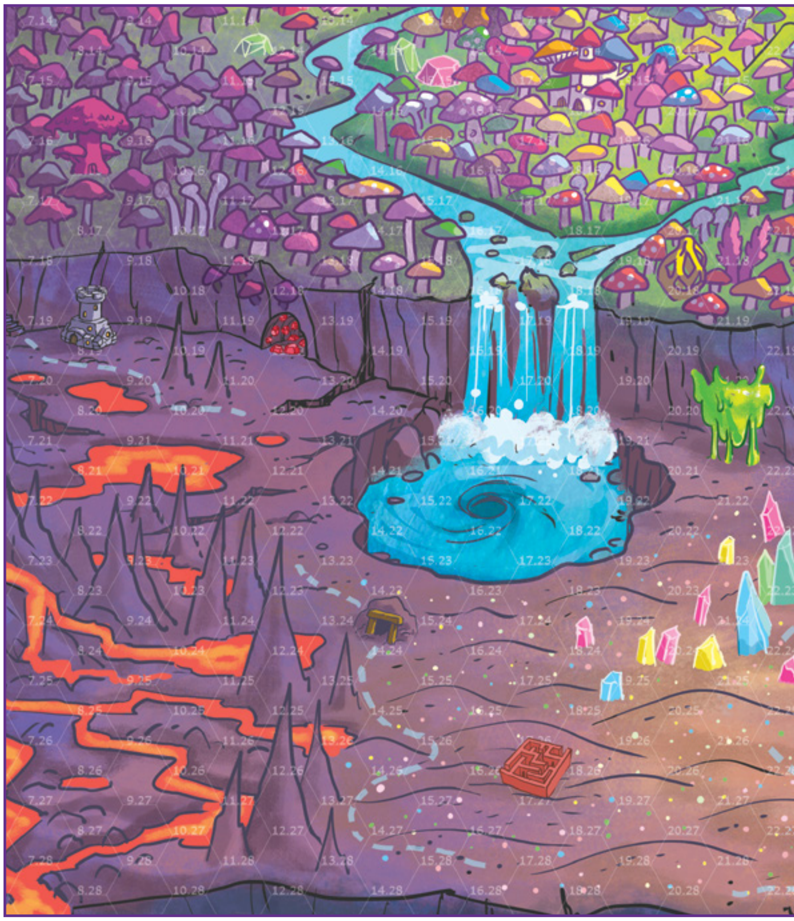
TAMING THE WOOLY BEASTS

Zebbanester Quod is here to make history. A rumor that a group of Dungeoneer Academy students hitched a ride on the back of a king delver got Quod thinking: what if the critters could be properly tamed and used to bore through the Underlands at unprecedented rates? The only trouble is, his expedition has gone terribly wrong so far. Quod and his team were searching for king delver eggs to steal and raise from birth, but everyone working with him has gone missing or fled. If you can acquire eggs and bring them back to Quod, Krog & Sons Inc. will pay you two pouches of Gold 🪙.

- King delvers bury their eggs deep in holes, which few people know. To get them, the PCs need to make a 12+ Search Check and then dig. The longer it takes to dig, the likelier it is that a **KING DELVER** (L5-C) will discover them.
- To complicate matters, the eggs are incredibly dense and heavy, each weighing as much as an anvil.
- Even if Zebbanester Quod does get the eggs, his long-term plan to tame the king delvers will utterly fail unless the PCs see it to fruition. Several sessions later, if the PCs have abandoned the project, they hear rumors of baby king delvers destroying a Krog & Sons digsite and causing havoc in the Under Mucklands.

Old Dwarf Road

Centuries ago, in the latter half of the Age of Stars, at a time when dragons dominated the Land of Eem, the dwarves of the mountains built a thousand-mile-long road beneath the earth to trade with dweorgs and travel in secret below the skies aflame with dragon's fire. Massive cobblestones and mile markers line the road, though many of the stones have been removed and repurposed by the denizens of the Underlands. The road indeed runs a thousand miles, though few follow it to its end, and cave-ins have obstructed it in hundreds of places. Today the Old Dwarf Road is traversed mostly by dweorgs, travelers, and traders, though a surge in banditry has stained the route's reputation.



MODIFIERS

- +1 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

OLD DWARF ROAD	
1	BANDITS
2	RIVAL DUNGEONEERS
3	THIEVES
4	DWEORGS
5	GANGSTERS
6	YOWLJACKS

RUMORS

- The Old Dwarf Road is as long as the Shimmering Shar but much of it is unusable.
- The Old Dwarf Road is rife with bandits, and there is no hope of ever making it safe again.

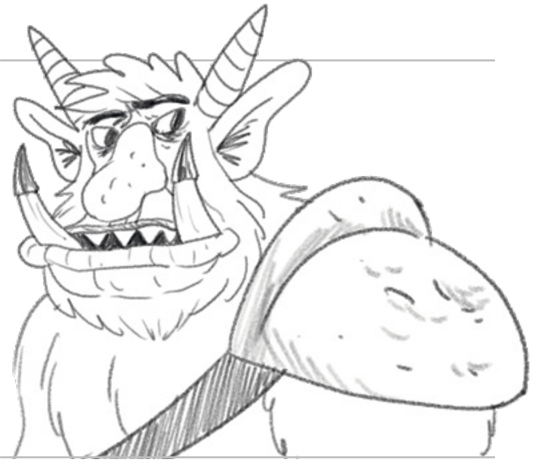
OUTBOUND RUMORS

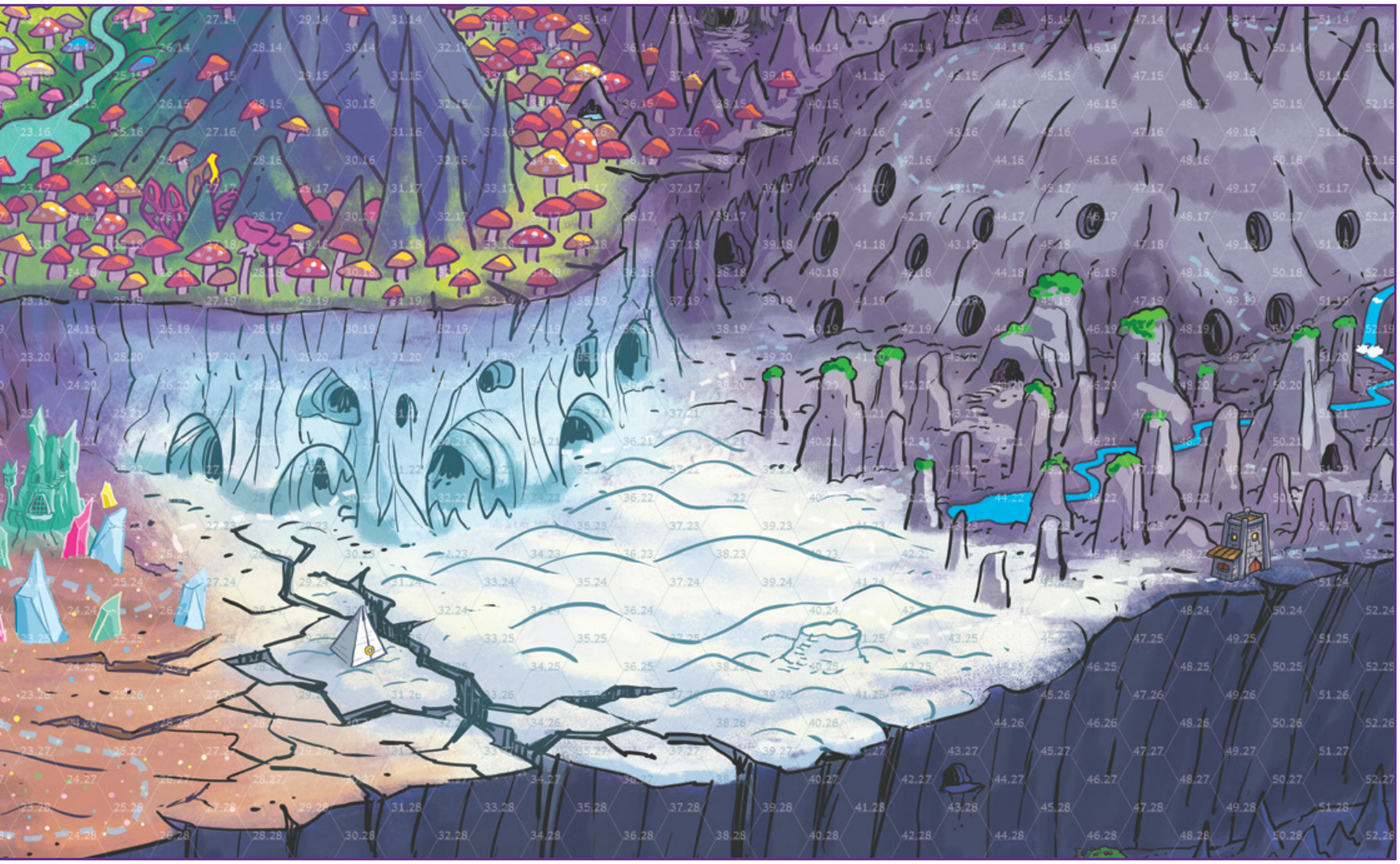
- A couple of shady dungeoneers have occupied Grave Burglar Grotto.
- Vraag Outpost always needs help with their rescue missions.

ROLDAN STEELTUSK

A burly troll **MERCENARY** with steel-tipped tusks and a mean gaze. This once-fearsome enforcer slumps on a dwarven mile-marker, grumbling that cleaning up the Old Dwarf Road is impossible. Originally hired to scare off the bandits along the road, Roldan has practically given up because the road is so big and the bandits always evade him.

- **Traits:** Depressed, pessimistic, grumbles.
- **Motivation:** Drive away the bandits or find a new purpose.





QUESTS

THE ROAD TO RECOVERY

Spotting you traveling along the Old Dwarf Road, a huge troll with tusks tipped with steel and a mop of purple hair steps into the path. The troll sighs, introducing himself as the venerable Roldan Steeltusk, a mercenary known for such amazing Mucklands feats as the clobbering of Red Boot Bandits in Fleabag County and the humiliation of Firefang the giant weorg in the Blunder Bluff Mountains. Roldan suggests taking another route because the Old Dwarf road is teeming with bandits and he can't do a thing about it. Depressed, he explains that he could easily trounce the thugs, but he can't locate their hideouts. So he's given up, and anyone taking the Old Dwarf Road, well, shouldn't. Not unless you help search for the hideouts of the six roving bandit gangs. There could be loot in for you, that's for sure.

- If the PCs deliver the directions to the hideouts, Roldan regains his confidence and helps chase off the criminals once and for all.
- There are six bandit lairs hidden along or near the Old Dwarf Road:
  - Caverunner Lookout (p250): Home of the Caverunner **BANDITS**
  - Grave Burglar Grotto (p252): Former home of the Grave Burglar Gang
  - Dwarf Road Tavern (p202): Home of the Cutpurse **THIEVES** Guild
  - Shadow Gap (p260): Home to a band of **SARPATHI REAVERS**
  - Horg's Hold (p256): Home of Horg's Gang **GANGSTERS**
  - Broken Tooth Flat (p249): Home of Lord Broken Tooth and his **YOWLJACKS**
- **HEROIC TITLE ACHIEVEMENT:** Deal with all six of the bandit lairs.
  - ***Road Protector*** ♕**.** PC gains Advantage on Travel Checks along roads in the Underlands.

Shimmer-Snow Steppes

Pale, powdery white flakes drift over a blindingly white and frigid landscape. But don't be deceived by the name. Shimmer-snow is actually made from the spores of fungi, drifting from the faraway Fungal Jungle. The spores collect here, scattered through currents of air from the surface, creating a kind of subterranean blizzard of whirling spores. Anyone traveling here has to be prepared for a dangerous, uncertain journey. It's easy to lose one's way on the Shimmer-Snow Steppes.

MODIFIERS

- -2 Travel Checks
- +0 Wandering Intruder Chance

WANDERING INTRUDERS

SHIMMER-SNOW STEPPES	
1	CULTISTS
2	ISHWICKS
3	LIVING LANTERNS
4	YOWLJACKS
5	DWEORGS
6	SHARWHALE

WHAT'S THERE

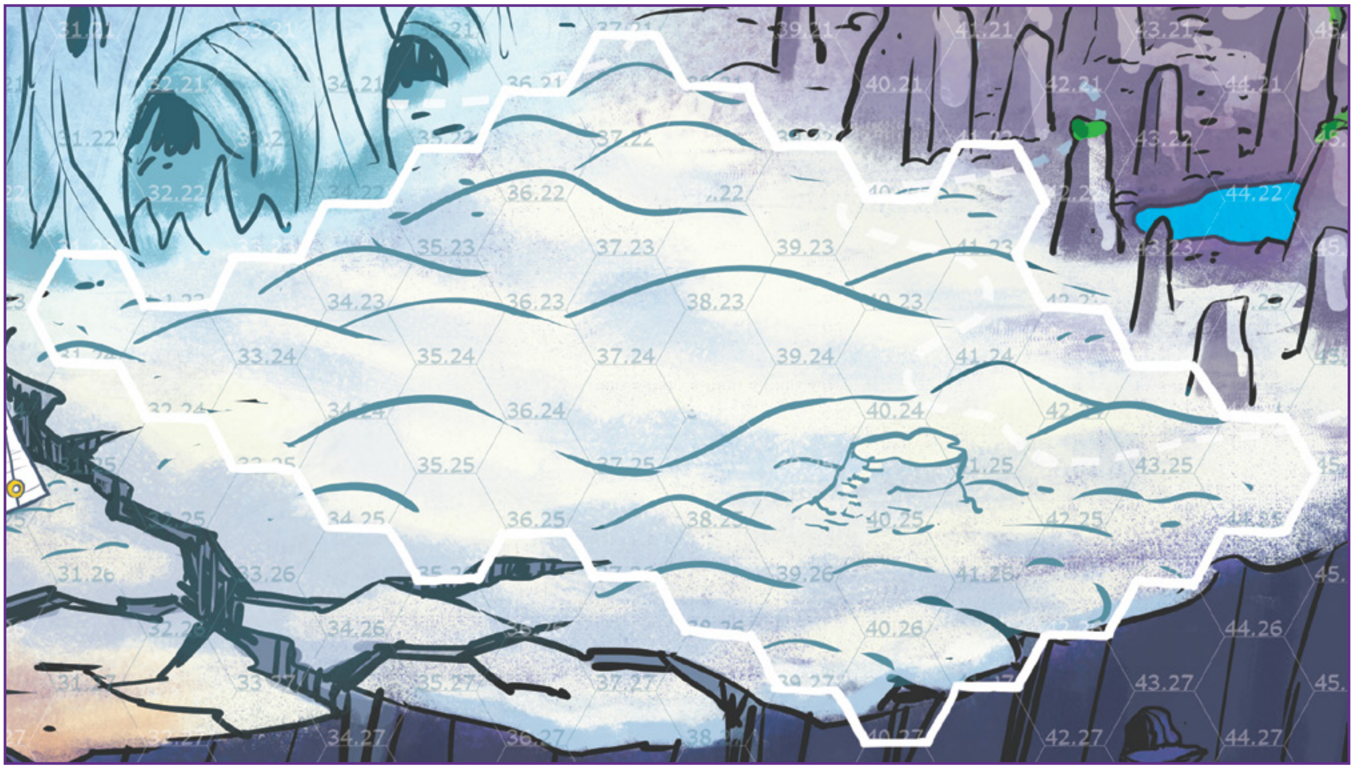
FRIGID WEATHER

Due to freezing temperatures, the Shimmer-Snow Steppes cannot be traveled easily. Anyone without protection against the cold suffers Disadvantage on all Checks and 1d4 Dread each Travel Turn. Each day, roll a Frigid Weather effect to add flavor.

1	Bone-Chilling
2	Blizzard
3	Slippery Ice
4	Deep Snow Banks
5	Light Snow
6	Heavy Snow
7	Cold Winds
8	Cold and Clear

RUMORS

- Somewhere near the Shimmer-Snow Steppes lies the Tomb of Audrastica, the presumably treasure-rich gravesite of an ancient wizard warlord from the Age of Stars.
- Mushrum spore harvesters tell tales of carnivorous fungal beasts that live beneath the shimmer-show drifts.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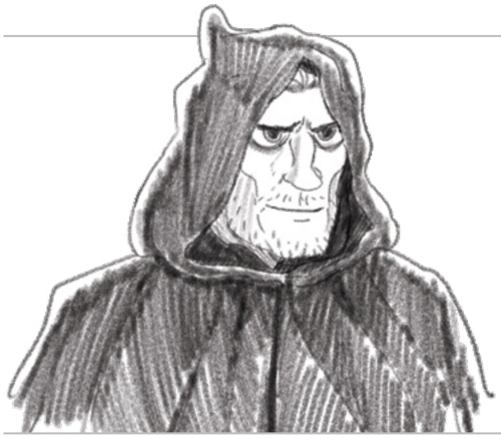


KYRON THELL

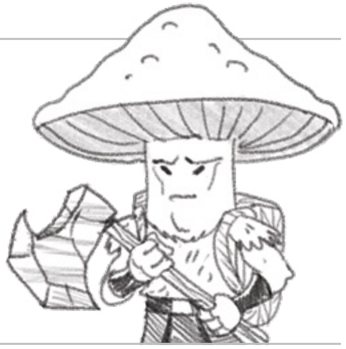
Hooded in heavy black robes to keep out the cold, this human adventurer wanders the Shimmer-Snow Steppes, having lost his map. A handsome man of middle-age, Kryon is agreeable to those he meets, but shares little about himself. Kyron is actually a **CULTIST** in service to the sorcerers of the Broken Circle. He believes the Broken Circle and their master the Gloom King will bring order to the Land of Eem and seeks the recently unearthed Tomb of Audrastica to find magical relics.

- **Traits:** Cordial, tired and weather-worn, acts strange.
- **Motivation:** Do his part to help usher in a new age ruled by the Gloom King.

BEEB THE HUNTER

Presenting themself as a hunter, Beeb is the leader of a band of mushrums searching for the origin of a mysterious threat. Armed with a crystal axe and a pack filled with iron traps, Beeb is determined to catch his beast.

- **Traits:** Nervous, bad liar, cagey.
- **Motivation:** Beeb is actually an alchemist, and they are secretly looking for lost vials of a growth agent that accidentally turned shimmer-snow spores into giant **FUNGHOULS**.



QUESTS

THE WAY TO THE WIZARD'S GRAVE

A lone adventurer named Kyron Thell is lost in a shimmer-snow blizzard. He is hungry, weather-worn, and in need of aid. He has been searching for Audrastica's Tomb, the well-guarded resting place of an ancient wizard from ages long past. The tomb was recently looted by renegade dungeoneers called the Exiles, but Thell hopes to secure valuable historical artifacts before they're all stolen by opportunistic tomb robbers. Nurse Kyron to health and help him reach the tomb; he'll make it worthwhile in Gold ⛁.

- He doesn't bring it up unless pressed, but Kyron Thell is a **CULTIST** (L7-B) in loyal service to the Broken Circle, a coven of sorcerers who serve the Gloom King unquestionably. He is outwardly good-natured, but he holds a warped point of view, believing that the Gloom King and Felmog will bring order to a chaotic world and, thus, prosperity to regular folk. He can be convinced to abandon the Broken Circle by the PCs but Checks to do so suffer -3.
- Thell seeks *Magic* items and *Relics* for his masters and will accompany PCs through Audrastica's Tomb (p245) until a Treasure Hoard is found, at which point he will offer to buy any *Magic* items or *Relics*. If the PCs won't sell, Kyron will accept the decision but resurface next session with a band of six **CULTISTS** (L7-G) to reluctantly rob the party.

MALEVOLENT MYCELIUM

A group of traveling **MUSHRUMS** happen upon the party and warn of fungal dangers lurking in the shimmer-snow drifts. They have come all the way from the Fungal Jungle to investigate the rumors. But after losing one of their party members to the mysterious burrowing beasts, the hunters are wary of the invisible force they face. The mushrums, led by the veteran hunter Beeb, offer a reward for help uncovering the threat.

- The mushrums are cagey about the identity of the threat. Namely because they are not hunters at all, but alchemists that accidentally introduced a growth substance to the shimmer-snow spores in an attempt to grow a new forest of mushroom trees. The substance super-charged the spores to grow into a massive mycelium web of gigantic, carnivorous **FUNGHOULS**. Funghouls the size of horses! Worse yet, these funghouls are no longer stationary, and they hide beneath mountains of shimmer-snow.
- The **FUNGHOULS** (L3-B) are Large critters with the same Abilities as regular funghouls. (Attack:+1, Defense:+1, Dread:1d8, Courage:12, Actions:1, Mettle:+1).
- Wilderness or Lore Check: Studying the **FUNGHOULS** makes it obvious that these critters have been mutated. They all are tinted green and expel neon-green foam from their toothy mouths.
  - The mushrums become worried when approached with this information, then Beeb admits the truth.

Stone Shar Forest

Giant rock formations and stalactites create a veritable stone forest, primarily composed of garganite and **SHIMMER GRANITE**, two of the toughest rocks in Eem. Glimmering like stars, many stones are loaded with crystal clusters and giant geodes and covered in glowing subterranean moss. Much of the zone is covered in a blanket of fine, black, **SHIMMER GRANITE** sand, and a narrow river winds through it like a snake in the dark.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

STONE SHAR FOREST	
1	**CRAGNARK**
2	**CURDLE SNAIL**
3	**STALAG MITES**
4	**LEADRALPHER**
5	**STYGOBITERS**
6	**KING DELVER**

WHAT'S THERE

STONE RIVER AND BLACK SAND LAKE

Stone River winds through the zone like a long, thin snake, cascading over rocks and finally emptying into Black Sand Lake. The shore around the clear lake is made of black volcanic sand, hence the name. The lake itself is home to **STYGOBITERS**, **BRINE BATS**, and **RYZOPHANTS**.

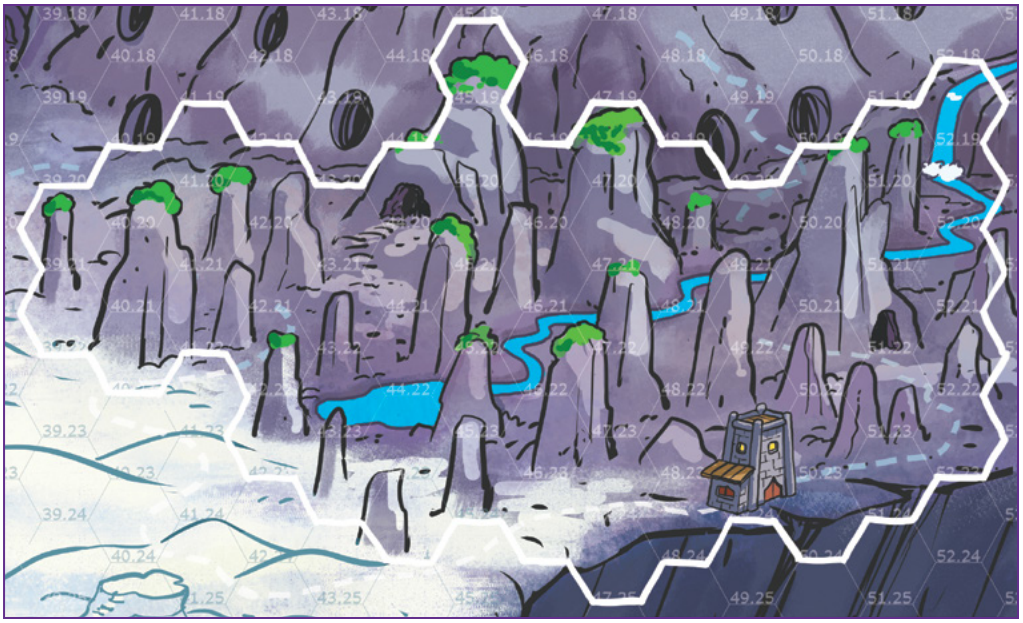
THE GEODIC CAVES

A collection of geodes so large that they are explorable like caves, and so numerous that they haven't all been explored yet.

RANDOM GEODIC CAVES	
1	The inner crystals of this large cave have been smashed and hollowed out. Deep inside is a slumbering **CRAGNARK** (L6-C) that looks like a huge pile of boulders in the dark.
2	**CHROMADYTES** (5xL5-G) repair a purple-green geode that was shattered by a careless explorer. They take the PCs for trespassers.
3	Spoof, a lost gelatinous goo explorer, is searching for the canticle crystals and would welcome companionship. Moments later, **SLAGMUNCHERS** (6xL1-B) ambush!
4	A group of secretive **CULTISTS** (L2-G) scour a cave, remarking to each other that they must be close. They can feel it.
5	A **CURDLE SNAIL** (L4-B) blubbers and weeps because their owner, Yrm the Snailmaster, was betrayed and left for dead at the bottom of a crevasse.
6	**GLOOM** billows, and an ominous whisper hums in the air. Black-purple crystals pulse with smoky light: the canticle crystals.

RUMORS

- The geodic caves of Stone Shar Forest are full of undiscovered wonders.
- Cragnarks rule Stone Shar Forest as the apex predators.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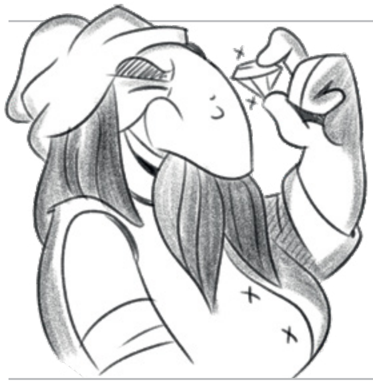


NAR'GAF THE DRIFTER

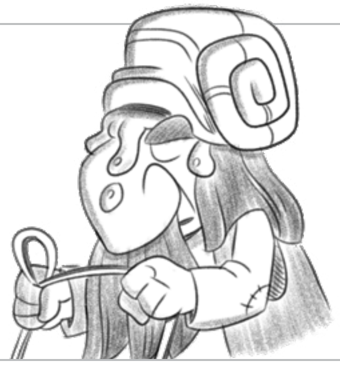
A dweorg exploring the Goedic Caves, Nar'gaf is looking for something called the canticle crystals, gems that whisper. Some say that the gems hold vast knowledge and secrets that could make a person rich—which is precisely why Nar'gaf is after them. In truth, Nar'gaf is a bandit, and has betrayed another dweorg called Yrm the Snailmaster to get the treasure for himself. But the crystals have proved elusive.

- **Traits:** Covetous, liar, laughs at everything.
- **Motivation:** Find the canticle crystals and leave no witnesses.

YRM THE SNAILMASTER

A dweorg who rides a **CURDLE SNAIL** and keeps **GUTTERSNAILS** and **MUCILLUSKS** as pets, he came to Stone Shar Forest to find a new, rumored slug species. But he ran into an old acquaintance, Nar'gaf the Drifter, who convinced him to go on a treasure hunt instead. Considering that his jacket and shoes have holes and he needs a haircut, Yrm took him up on the offer.

- **Traits:** Empath, scruffy, covered in goop.
- **Motivation:** Take care of his precious mollusks.



QUESTS

THE CANTICLE CRYSTALS

You cross paths with a dweorg named Nar'gaf who is searching the Geodic Caves for special gems called canticle crystals. In fact, several parties in the area are after the crystals—some of them nefarious, according to Nar'gaf. He asks if you'd be willing to tell him where the crystals are if you find them. He will pay a hefty price!

- If asked about the importance of the crystals, Nar'gaf the **BANDIT** (L6-B) is cagey. He doesn't mention that the canticle crystals are rumored to whisper knowledge and secrets to whoever holds one.
- Nar'gaf tails the PCs, having given up his own search efforts. He intends to take the crystals for himself and puts up a fight. He's rigged the area with traps: falling boulders, tumbling rockslides, etc.
- In truth (which Nar'gaf doesn't know), the crystals are the result of **GLOOM** collecting for centuries in a cave in Hex 46.21. The whispers are echoes of the Gloom King, corrupting those who hear and cursing them to do his bidding. Mettle Check to resist the **CURSE**. Every day the crystals are kept, another Mettle Check is required. On a 5-, the listener gains the **CURSED** Personal Quest: Gain power and influence.
  - Ironically, the crystals often help those who hear them to make a fortune by influencing them to be cutthroat and cruel and to have great ambition.
- There are others looking for the canticle crystals:
  - A **DWEORG** (L3-C) named Yrm the Snailmaster was already betrayed by Nar'gaf.
  - Broken Circle **CULTISTS** (10xL3-G, 1xL5-B) who were traveling to Audrastica's Keep have felt the great pull of their master and are searching for its source; they clashed with Nar'gaf and Yrm.
  - A gelatinous goo named Spoof also searches, though no one else is aware of them.
- Destroying the crystals requires a successful Mettle Check with Disadvantage, otherwise the Gloom King persuades the PC to keep a crystal.
- **HEROIC TITLE ACHIEVEMENT:** Destroy the canticle crystals.
  - ***Defier of the Gloom King's Word*** ♔**.** The PC gains Advantage on Mettle Checks against the Gloom King, **LICHES**, or members of the Broken Circle.

THE SHAR SLUGS

Yrm the Snailmaster came to Stone Shar Forest to uncover the rumor of a new slug species. He was told they dwell around the Stone River, but he can't find them for the life of him! Perhaps you could help out if you have the time or inclination. Yrm has no money, but could part with a few of his **MUCILLUSK** pets if you track down the Shar slugs.

- It requires a 12+ Wilderness Check to find the slugs (only within river Hexes). The slugs are black and glittery, blending in well with the volcanic sand. They are actually highly toxic and secrete an ooze that inflicts **POISONED**.
- As the PCs travel along the river, a juvenile **CRAGNARK** (L5-B) tracks their movements and ambushes them when they rest.

Lairs

Audrastica's Keep

Hex 5.23. The former fortress of the wizard Audrastica the Pitiless. This ruined volcanic stronghold is all that remains of her once-mighty influence. Audrastica waged perpetual war against the other wizards of her time, most notably her arch-rival Vago the Tyrant. Both wizards claimed the honor of possessing shards of the powerful Wishing Stone, a *Relic* made by dwelfs long ago that once granted three wishes before being shattered into three shards that were scattered across Eem. Audrastica, in part, built her fortress to protect the stone, which was entombed with her when she died.

Today, the Keep has but a shadow of its former splendor, as the volcano has devoured its ramparts, leaving a patchwork maze of castle chambers and molten courtyards. Treasure seekers risk its perils hoping to find *Magic* items and other treasures forgotten or lost to history.

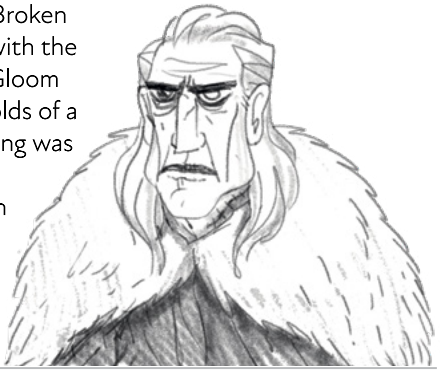
RUMORS

- Fiends and adventurers alike are searching for the former keep of a dead, ancient wizard named Audrastica.

HAYN THE COLLECTOR

An unnaturally long-lived human **SORCERER**, Hayn is exalted amongst the Broken Circle. He is among a chosen few who have been granted direct audience with the Gloom King and charged with recovering the most powerful relics for the Gloom King's war. Hayn hides his left hand, blackened and skeletal, beneath the folds of a black cloak; it was once graced by a profane ring that granted power. The ring was lost and now Hayn is dying, kept alive only by the Gloom King's spells. Should Hayn fail in his tasks, the Gloom King will release the spell and Hayn will turn to dust.

- **Traits:** Cunning, liar, feeble
- **Motivation:** Hayn seeks the body of Audrastica the Pitiless to deliver her to the Gloom King to become the first new **LICH** in nearly a century.



QUESTS

THE ICE MAGUS AND THE CASTLE OF FIRE

After centuries of tragedy and misfortune, a mysterious new master has taken residence in the abandoned fortress of Audrastica's Keep. Hayn, a wandering magician, is worried that an evil sorcerer has taken control of the keep and will ransack it in search of dangerous relics. The old man has planned an expedition, but hasn't yet worked up the courage to enter the keep. Hayn proposes to work together—to defeat the sorcerer, rescue the Underlands, and perhaps find some treasure along the way.

- Hayn is a liar. He is a **SORCERER** (L8-C, but with half Courage) of the Broken Circle serving the Gloom King, and he is searching for the corpse of Audrastica the Pitiless, who was stolen from her tomb by **THE NEVERWAS**. The Gloom King has commanded Hayn to find her corpse and return it to his Broken Citadel, far, far to the north. There, the Gloom King plans to transform Audrastica into a **LICH**. However, Hayn, though magically powerful, is physically very feeble and needs help to capture Audrastica's corpse.
- Hayn will use the PCs as meat shields to defeat Audrastica. However, when that is done, he will stop at nothing to steal her corpse and escape.
- **HEROIC TITLE ACHIEVEMENT:** Defeat Hayn.
  - ***Woe of the Wizard* ♔.** The PC can make a Mettle Check with Disadvantage to avoid the effects of a spell targeting them that can't normally be resisted.

AUDRASTICA'S KEEP DUNGEON

LEVEL 1

AREA 1: THE LAVA MOAT

A churning trench of molten lava encircles the fortress to deter even the boldest intruders with its sweltering heat.

- A stone bridge stretches between the moat and the castle's bailey (Area 2), but it is deteriorating and can only take the weight of one person at a time.
- There are piles of rebar and bundles of steel cables, new in comparison to everything else in the Keep. It looks like someone was recently planning to repair the bridge.
- There is a nearby pile of boulders, large enough to roll into the moat and use as a makeshift bridge of sorts. Perception Check: There are **GOBBLESTONES** among the boulders.

AREA 2: THE MOLTEN BAILEY

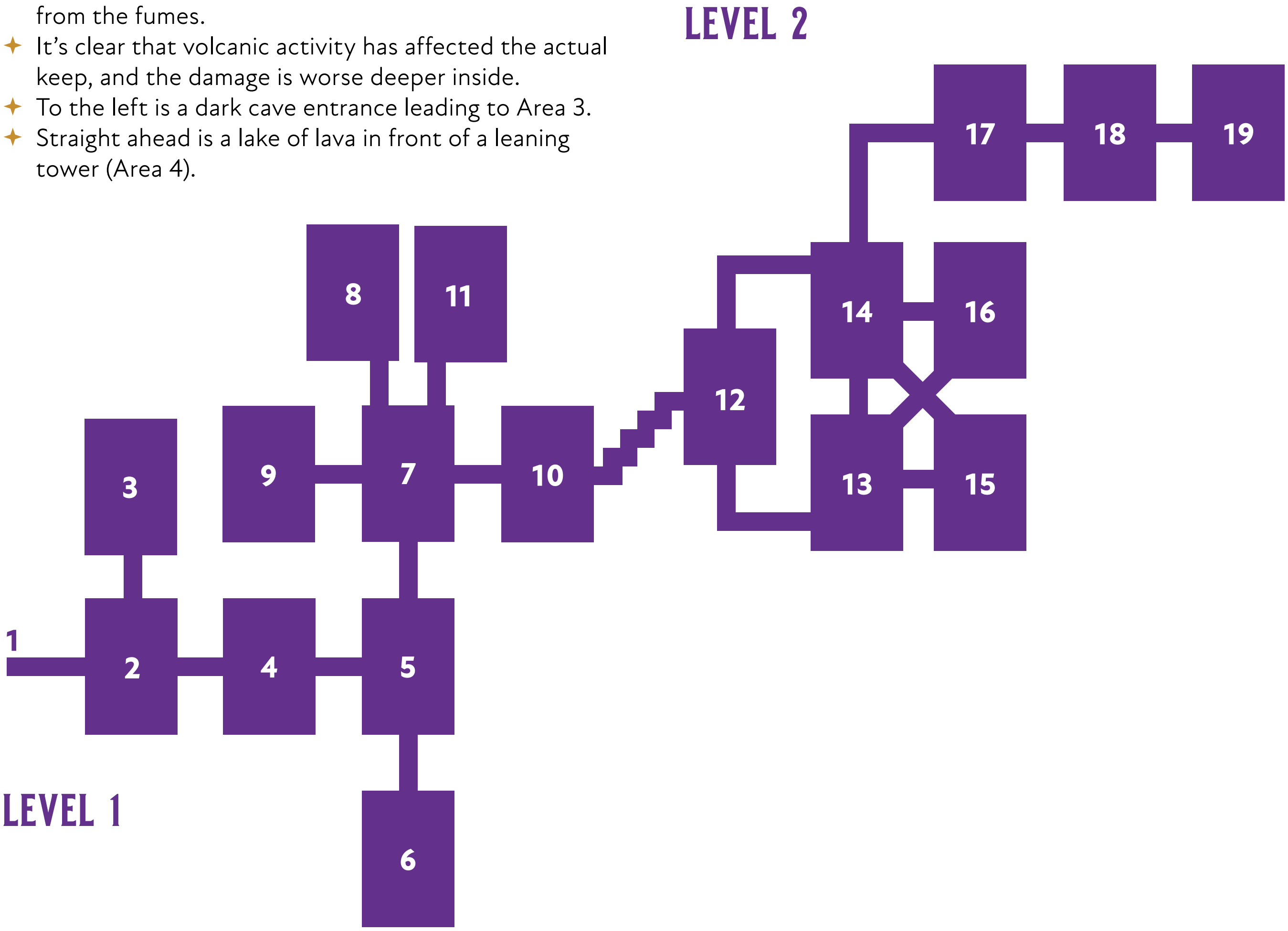
Sulfurous fumes hiss between the cracks in the courtyard's volcanic rock.

- Lava burps from cracks, spewing plumes of black ash into the air. Make a Vitality Check to avoid 1d4 Dread from the fumes.
- It's clear that volcanic activity has affected the actual keep, and the damage is worse deeper inside.
- To the left is a dark cave entrance leading to Area 3.
- Straight ahead is a lake of lava in front of a leaning tower (Area 4).

AREA 3: THE FORGE OF KYRAD THE KING-SMITH

Despite the volcanic heat, a cold chill blows over a grotto with rows of anvils and an unlit forge.

- Hammers resting on the anvils are melted to the anvils and not salvageable.
- A **GHOST** (L2-B) pushes a mining cart filled with iron ore. The ghost is called Kel and is so overworked that he doesn't register the PCs as intruders. He begs for help moving ore out of the Keep. His mistress is making all sorts of wild commands these days. If asked who his mistress is, Kel demands the PCs identify themselves. Should they fail to satisfy his scrutiny, he raises the alarm and the hammers on the anvils break free and hurl themselves at the PCs for 1d8 Dread.



AREA 4: THE DROOPING TOWER

A spindly, conical tower, stout at its base but narrow at its top, leans over a growling lake of lava.

- The tower creaks as stones periodically shake free of the structure and plunge into the molten lake. A whole section of a wall plummets into the lava and suddenly explodes, creating a hole leading into the tower. PCs who want to enter the tower through this opening must climb to reach it.
- Inside the hole is a **VOLCANOID** (L7-B) who is trying to fortify the structure of the tower. They don't take kindly to intruders.
- The inside walls are covered in hardened lava, which has destroyed most of the potions and powders that were stored there. The most valuable of those that remain are 3 Courage Potions and a Flight Potion.
- Exiting the tower leads to Area 5.

AREA 5: THE WIZARD'S WELL

This courtyard features a freshwater well at its center with green moss and delicate flowers growing around it.

- The lush vegetation should be impossible in this volcanic place—the well must be magical.
- The water in the well is potent and refreshing and heals 1 Courage when drunk. Should it touch lava, the lava will instantly cool into touchable stone.
- To the left, passing through stone arches leads to Area 6.
- To the right, a winding, cool hallway leads to Area 7.

AREA 6: THE INFINITE OUBLIETTE

Stone arches loom over a floor filled with black, bottomless holes.

- The pits in the floor are actually magical oubliettes, enchanted by Audrastica the Pitiless herself to imprison her enemies. The oubliettes slow time and torment the prisoner with a sense of perpetual falling. The pits are not actually deep and anyone who falls in can be rescued easily, but the experience inflicts 1d6 Dread.
- One of the oubliettes has a prisoner in it, a shabby old warrior with a beard grown to their knees. Captain Lokan is a former soldier in the army of Vago the Tyrant, Audrastica's enemy. Lokan has mettle enough to have survived in the oubliette for some thousand years, but he has no sense of that—just of falling. Time slowed so much for him that he's aged only fifty years.
    - Captain Lokan (Attack:+1, Defense:-1, Courage:12, Dread:1d10, Block:+2, Mettle:+2) is confused and twitchy, but will eagerly join the PCs to face the perils of Audrastica's Keep. For Lokan, the War of the Wizards has never ended.

AREA 7: THE FOUR DOORS

An ethereal chamber with four magic doors—one each on the left, right, ceiling, and floor.

- The Left Door leads to Level 1: Area 9.
- The Right Door leads to Level 1: Area 10.
- The Ceiling Door is twelve feet high and locked, but leads to Level 1: Area 8.
- The Floor Door leads to Level 1: Area 11.
- Once a group passes through a door to Area 9, 10, or 11, it disappears behind them. Inside the new area, another magic door appears. Roll 1d4 to determine where it goes.

1	Level 1: Area 9
2	Level 1: Area 10
3	Level 1: Area 11
4	Level 2: Area 12

AREA 8: THE MISER'S MAZE

Lava oozes from between the crumbling stones of this maze.

- This is a **RANDOM MAZE**. The Maze Hazards are:
    - 1: A group of stone **GOLEMS** (L6-G)
    - 2: **PHANTASM** (L6-B)
    - Three **MAGMARS** (L2-B)
    - A group of **VOLCANOIDS** (L6-G)
- At the end of the maze there is a Mythic Hoard. In the hoard chamber, there are four doors, just like those in Area 7, except the doors here are spectral and the PCs can clearly see what lies beyond them. They can choose to go to:

1	Level 1: Area 9
2	Level 1: Area 10
3	Level 1: Area 11
4	Level 2: Area 12

AREA 9: THE BARRACKS

Rows of bunks, footlockers, and weapon racks are covered in ash.

- If Captain Lokan accompanies the PCs, he will immediately arm himself with a halberd and suit of armor. He gains +5 Courage and now deals +1 Dread.
- Three footlockers each contain a pouch of Silver 🪙. However, the third footlocker has a **CATACOBRA** (L3-B) coiled inside.

AREA 10: THE HOVEL

A stinking hide carpet covers the floor of this filthy living space, and bones dangle from strings of animal sinew.

- A cauldron is toppled over into a pile of ashes. In the cauldron is the human skeleton of a witch who appears to have boiled themself alive.
  - The skeleton is wearing a gold ring. Taking it makes the witch's **GHOST** (L7-B) appear and attack.
  - The **GHOST** of Wortwanda will stop fighting if she is assured that the PCs are there to defeat Audrastica. She warns that "Audrastica is very persuasive. Perilously so!" She then cackles and disappears into the ring. Wortwanda becomes a sassy NPC who the wearer can talk to.
    - *Wortwanda's Ring:* Mettle Check: Learn the details of an Adversary's Abilities.
- There are 1d4 Herb Components in jars on rickety shelves.

AREA 11: THE IRON HOLD

A river of lava spills through a rift in a huge iron wall. The molten rock slowly devours everything in its path, as rocks and iron sink into gooey slag. Flat volcanic stones rest like islands where the lava has pooled.

- A river of lava from the heart of the volcano pools into a lake filled with black stepping stones, some as large as a building's foundation. To enter Level 2: Area 12, PCs must leap from stone to stone across the lava to the other side.
- A group of **LAVAGOGS** (L6-G) lurk in the lava pools, occasionally shaking off drops of half-cooled, burning-hot magma.
- An old leather satchel, once belonging to a former Dungeoneer Academy student named Rosco Glennindael, rests on one of the stone platforms. Rosco was a protege of Lazlar Rake and part of the student expedition that perished at the Keep some decades ago. Inside, there's an old but still good Courage Potion and a rolled up first issue of *Dungeoneer Magazine* [precious].

LEVEL 2

AREA 12: THE HAILING CORRIDOR

This long chamber is lined with statues and slick with ice.

- The ground is slippery with ice, despite the smoldering volcanic landscape outside.
- Ten-foot-tall statues of Audrastica line the walls. Each of their expressions is different—some angry, some sad, some proud. Perception Check: Their eyes track the PCs. If a PCs makes eye contact with one of them, the statues frost over, and the ceiling releases a storm of hail, inflicting 1d8 Dread each round until the long corridor is empty.
- At the far end of the corridor, a **YETI** (L5-B) shouts while throwing snowballs. "Mind where you look! Oops, I meant to say, DON'T mind where you look!" it bellows.
  - If the PCs reach the yeti, he tries to escape. If the yeti is defeated, he apologizes and acknowledges that he regrets his new job as a guard. He knows he made a mistake when he took Ancient 🪙 from a grim woman in a hood who paid him to be a lookout.
  - Ever since, a ghost with a red cape has been bossing him around. He implores the PCs to let him go and not to tell the Spymaster.
- The exit branches into a hallway. The left path leads to Area 13, and the right path leads to Area 14.

AREA 13: THE WARD OF BRASS

Six brass doors, chained shut, line the walls of this echoey, haunting oval chamber made entirely of hammered brass.

- As the PCs enter, the brass chains rattle. Thumping and knocking can be heard from the other side of the doors. Perception Check: Two of the doors are very loud, three are quieter, and one is silent. None of the doors are locked except the silent one.
- Behind the three quieter doors, ghostly soldiers that were once loyal to Vago the Tyrant are imprisoned. They warn the PCs not to open the other doors, for monsters dwell within!
- Behind each of the two loud doors is a hostile, monstrous **GHOST** (L5-B) that resembles a mutant with various animal features. One of the doors leads to Area 14, and one leads to Area 15.
- The silent door leads to Area 16.

AREA 14: THE CURSED HALL

Once, this was a grand ballroom. The crystal chandelier is shattered and the walls droop with languid lava that slowly dribbles like sewer runoff.

- Marble flooring chimes with the delicate footfalls of hundreds of ghosts waltzing to a lively ghost quintet on strings.
- A pair of **PHANTASMS** (2xL5-C) oversees the merriment, guarding an empty golden chair sitting on top of a pedestal on the far side of the room.
- If the ghosts are spoken to, they rejoice in the return of their most illustrious master and invite the PCs to join in on the dancing and music.
- If the PCs interrupt the party, the **PHANTASMS** engage them, demanding that they express joy or else they will be removed and taken to the Master of Spies for questioning.
- The exit leads to a series of interconnected hallways that provide access to Area 15, 16, and 17, in that order.

AREA 15: THE SPYMASTER'S QUARTERS

Down a series of interconnected hallways, a small stone chamber is filled with maps, books, and ledgers.

- A tall human **GHOST** (L6-C) in a long red cloak, Audrastica's Spymaster, pores over a map, moving ghostly game pieces shaped like knights and wizards onto different regions of Land of Eem. The Mucklands, the Underlands, and the Grimdingle (a forest and coast west of the Mucklands) are all clearly visible. The ghost places game pieces that look like ships in a circle around a small island to the south of Grimdingle.

- The Spymaster is surprised by the PCs' entrance and curses the state of the keep, blaming a yeti and his utter lack of resources to meaningfully defend their position.
- The Spymaster tries to take the PCs prisoner, but relies on ringing a bell to summon the **YETI** in Level 2: Area 12.
- Professor Scrumpledink, a boggle with a long white beard who teaches at Dungeoneer Academy, is held by spectral chains. He perks up when he sees the PCs, but the Spymaster magically silences him.

AREA 16: THE BROODING CHAMBER

Thin, glassy spiderwebs made from brittle but rigid resin stretch between every surface of this chamber. The mirrored surfaces reflect faces and figures in distorted, unsettling ways.

- If touched, the webs shatter into sharp, glass-like shards, inflicting 1d6 Dread.
- A family of **GLITTERFANGS** (10xL3-G) skitter between the resin strands, dancing over them with shimmering, gem-like eyes that are reflected menacingly everywhere in the room.
- The spiders try to prevent anyone from escaping. Nimbleness Checks are needed to avoid breaking the glitterfang webs.

AREA 17: THE IRON GUARDS

A single iron door rises high to the ceiling in this domed chamber. Ruddy, red rust pocks everything in the room.

- The iron door is locked, rusted shut, and guarded by two rust-covered golems made of iron (as bronze **GOLEMS** L6-B). It leads to Area 18.
- The moment the PCs attempt to open the door, the rusted golems shudder, straining to break themselves free and stop the PCs from entering. If the PCs aren't quick to open the door, the golems manage to attack.

AREA 18: THE FALLS OF FIRE

Beyond the Iron Guards, a *Magnificent* firefall rumbles. Molten iron and stone tumble over a cliff into the darkness forming a wall of fire split by a vast bridge leading into the deepest sanctuary of the Pitiless Wizard's domain.

- The rush of fire is so swift and hot that everyone must make a Vitality Check. On a 5-, suffer 1d6 Dread.
- Menacing faces periodically peer from the lava falls, as **MAGMARS** (L4-B) glide down the falls into the darkness of the Abyss below.
- Gouts of fire flare out from the wall. Passing the bridge to Area 19 requires an Athletics Check to avoid **BURNING**.

AREA 19: THE REVENANT COURT

The firefalls' light glows through slender windows pointed towards a throne of solid ice.

- Atop the throne of ice sits the skeleton of Audrastica the Pitiless, gesturing to a crowd of shadowy, dark ghosts that bow and kneel. Audrastica is an *Undead* **SORCERER** (L10-C) of tremendous power.
  - Spells: Dwimmerwild, Winds of Deflection
  - Arcane Magic: Ice Storm, Ensorcell, Molten Mask
- Audrastica addresses the PCs as if they are visitors to her court, welcoming them to her new kingdom. She has been reborn to fulfill her destiny and lay claim to the Underlands and the Land of Eem. Lore Check: The ghosts that surround her are actually **NEVERWERES** (12xL5-G), suggesting that Audrastica is being driven by the Neverwas (p329).
- Audrastica is no longer in possession of the Wishing Stone shard (which was destroyed by a boy hero wielding the Sword of a Hundred Heroes), but the Neverwas has fulfilled her greatest wishes: to be immortal and to wield the most potent magic Eem has ever seen.
  - She endeavors to use the power bestowed upon her to take over the Underlands, with ambitions to subjugate all of Eem.
  - When faced with her demise, Audrastica attempts to set off the chain of volcanoes in the Burning Fields and Volcanika, beneath everyone's very feet. The eruption would no doubt destroy the Underlands, the Mucklands, and the Grimdingle, resetting the course of history forever.
- Defeating Audrastica reveals **THE NEVERWAS**, which vanishes in a shadowy growl through one of the windows and down into darkness of the firefalls.
- Hayn attempts to steal Audrastica's corpse whenever the PCs are distracted. If questioned, he becomes irritated and ultimately reveals himself. Hayn will stop at nothing to escape with the corpse because his life is on the line.
  - If the corpse is destroyed or he is defeated, **GLOOM** emerges from his cloak and he becomes very afraid. The **GLOOM** grows into a shadowy shape and then says, "You have failed." At this point the Gloom King manifests in the **GLOOM** for a brief moment and strikes Hayn with a bolt of black lightning, disintegrating the sorcerer's body. Everyone else in the room suffers 1d12 Dread.

AREA 20: THE HIDDEN VAULT

An iron vault is hidden behind the throne and the tattered red curtains on the wall.

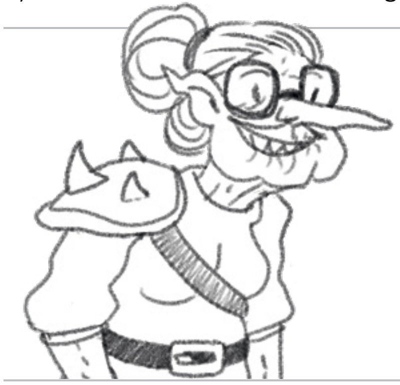
- The vault is unlocked, and inside is a Mythic Hoard. However, removing any *Magic* item or *Relic* from the vault results in being **CURSED** (once for each item)
  - Lore Check: This is where Lazlar Rake stole the Rune Key to Audrastica's Tomb.

Audrastica's Tomb

Hex 30.25. This tomb is the final resting place of Audrastica the Pitiless, an ancient wizard who vied for control over the shards of the Wishing Stone. Securing only one shard of the shattered relic, she waged wars on her rival, the wizard Vago the Tyrant, for decades before finally succumbing to the bitter truth of her mortality. The tomb is said to be a deathtrap, rife with dangers and wards designed to protect her most prized possessions. Recently, however, her tomb was ransacked by the outcast co-founder of Dungeoneer Academy, the infamous Lazlar Rake, and his Exiles. Now, with some of its defenses defeated, Audrastica's Tomb has become overrun with raiders from all over the Land of Eem searching for riches and objects of power.

RUMORS

- The remains of Audrastica the Pitiless have vanished.
- Secret treasures are hidden throughout Audrastica's Tomb.



YVONNE MURBO

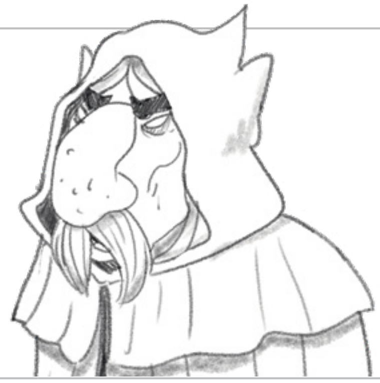
An elderly goblin archaeologist and former dungeoneer, Yvonne has come out of her retirement in New Delve City to explore the recently revealed Tomb of Audrastica.

- **Traits:** Inquisitive, cautious, interested in forgotten history.
- **Motivation:** Pursue the rumors that there is a vast hidden network of chambers and rooms yet to be discovered within Audrastica's Tomb.

YMNAR

The dweorg **SORCERER** (L4-C) Ymnar is infamous among his people for being power-hungry and despicable. Once the partner of Krol, Prince of Gems (p68), Ymnar sold him out in an attempt to gain favor with Queen Eeshar, but his gambit failed miserably. Now Ymnar is a mercenary magician, willing to work with anyone for the right price. His latest plan is to weasel his way into the Broken Circle whose members are rumored to have great power at their disposal.

- **Traits:** Opportunist, power-hungry, unsettling laugh.
- **Motivation:** Join the Broken Circle and attain powerful magic.



QUESTS

THE STONE OF SEEING

Camped at the Bottomless Divide (Area 1, below), Yvonne Murbo has left her cushy retirement in pursuit of adventure. Specifically, she is looking for evidence of a powerful *Relic* called the *Seeing Stone*. Also referred to as Vago's Bane, the stone is a priceless and powerful relic that dates back to the War of the Wizards. Yvonne would search for it herself, but she's getting up in age—not to mention that Audrastica's Tomb is teeming with raiders and thieves all looking for treasure. Yvonne suggests exploring the Tomb to find the hidden chambers scattered throughout. The *Seeing Stone* is likely locked away in one of them. Bring her the stone, and she'll reward the PCs with Ancient 🪙 as well as a special thanks in her book.

- Once the stone is in Yvonne's keeping, she will suddenly be fearful of owning such a mighty object. In fact, she will regret finding it in the first place and be uncertain that it's safe anywhere. Yvonne will plead with the PCs to hide it in a place where no one will ever find it again.
- Yvonne bids the PCs to take the stone to Volcanika in the Abyss (p318), where no one will be able to recover it. However, pursuers in the form of **BOUNTY HUNTERS**, **THIEVES**, and even Broken Circle **CULTISTS** will confront the PCs as long as they have the stone in their possession.

TOMB OF AUDRASTICA DUNGEON

AREA 1: THE BOTTOMLESS DIVIDE

A massive, windy canyon—part of the Devouring Gorge—with a formerly-invisible bridge that has been marked with bright red ribbons.

- Yvonne Murbo's expedition camp consists of a tent, torches, and a large campfire.
- A dweorg named Ymnar is talking with Yvonne. He is secretly a **SORCERER** (L4-C) looking to connect with the members of the Broken Circle who are inside the Tomb. Ymnar ingratiates himself to the PCs and offers to travel with them.
- Windy shimmer-snow flurries batter the camp and anything that ventures across the bridge. The bridge is invisible, a magical defense, but ribbons tied around it make the route clear enough. Crossing it carefully takes half an hour.
- On the opposite side of the bridge, **BANDITS** (L5-G) harry anyone who crosses, but they flee if intimidated or if they witness magic.
  - The bandits are led by a goblin called Barko who is fearful of more **CULTISTS** entering the tomb. He doesn't know what they are after, but it must be valuable. In truth, the cultists are in service to the Gloom King and searching for Audrastica's body to resurrect it as a **LICH**. The cultists are unaware of the *Seeing Stone* entirely, though they will pursue it ruthlessly if they learn of it.

AREA 2: THE FROZEN COLLECTION

Before the doors of Audrastica's Tomb, dozens of dead adventurers are frozen in pillars of ice. The doors to the tomb are wide open.

- Dozens of adventurers from all over the Land of Eem are frozen and dead. Presumably they were after the infamous *Wishing Stone* shard and failed to pass the magical trials.
- A group of **NABBER RATS** (L2-G) with hammers and chisels chip at adventurers in the blocks of ice, attempting to steal any equipment or money from their frozen corpses. The nabber rats don't know anything about the tomb and have chosen to stay outside to avoid trouble.
- Near the door, half buried in the snow, is a clown with a black-feathered arrow in their back who was likely a member of the Court Jesters of New Delve City (p344).

AREA 3: THE RUNE GATE

Beyond the pillars of ice lies a small, wide staircase and a substantially fortified, but open, door. Rune stones rest on pedestals.

- There are 3 glowing Rune Pedestals with 3 of 4 runes resting on them in front of the open door. Lore Check: the pedestals read *Wisdom*, *Courage*, and *Truth*. The rune stones read: Eye, Mind, Heart, Fist. On the Wisdom Pedestal rests the Fist Stone, on the Courage Pedestal rests the Mind Stone, and on the Truth Pedestal rests the Eye Stone. The Heart Stone is off to the side. Removing any of the stones from their pedestals closes the door, which cannot be opened without replacing the stones on the proper pedestals.
- Beyond the Rune Gate, icy stairs descend into a frozen chamber. More black feathered arrows are scattered around, but there are no bodies anywhere.
- Hiding in a nook in the ice wall is a boggle **BANDIT** (L6-G). The bandit, called Barno, is the last of his crew, the rest of whom were chased off or killed by **CULTISTS** with bows and arrows. Barno shares that their gear and maps were all confiscated or burned. He's never heard of any *Seeing Stone*. Barno flees up the stairs once he knows the PCs are not going to harm him.
- Down a long frozen hall, a pile of dungeoneering gear burns in a bonfire. There are two maps in the pile that can be saved with a Nimbleness Check.
  - Map 1: The Hidden Library. This map shows the way to the secret chamber beneath Area 6, accessible by activating a hidden lever near Audrastica's resting place, but the location of the lever is burned away.
  - Map 2: The Queen's Reliquary. This map alludes to a reliquary with treasures, hidden where the old guards sleep.

AREA 4: THE ROTTEN CHAMBER

Molding food of all kinds is piled to the ceiling in this stinking, rotten chamber.

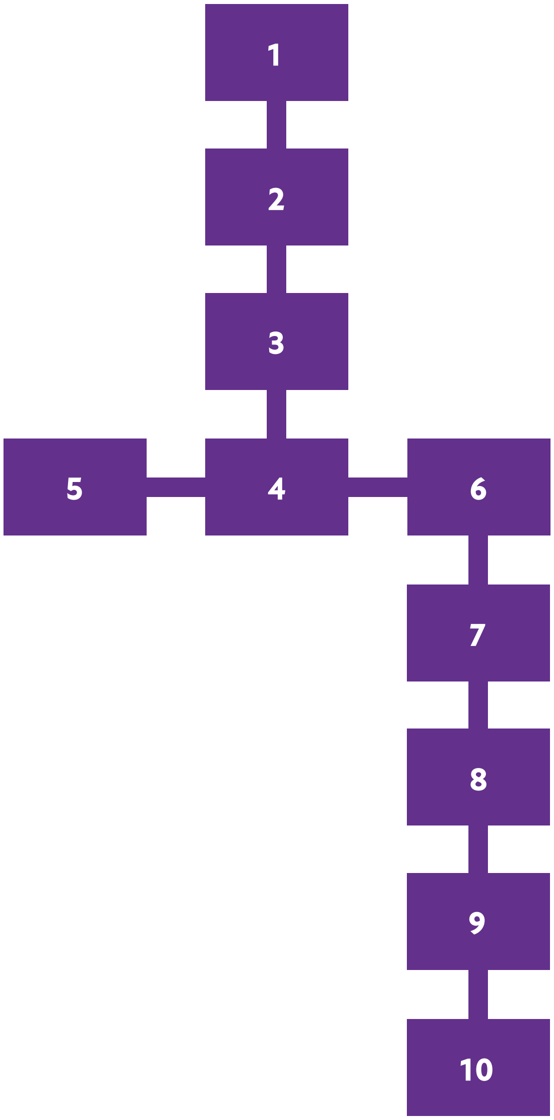
- Holes have been blasted through the mountains of food, creating tunnels here and there. **SLURPWORMS** (L1-B) and **KILORATS** (L4-G) infest the area.
- The walls, lined with sarcophagi, are almost completely covered by spoiled food.
- The **GHOSTS** (12xL7-B) of ancient armored guardians still dwell in this chamber. They emerge from the sarcophagi and confront the PCs. The **GHOSTS** are listless and have no purpose now that the *Wishing Stone* has been destroyed. Their leader asks the PCs what they believe their purpose should be. Make an Inspire or Charm Check to determine how the ghosts proceed. Failure results in the ghosts becoming angry and attacking.
- A secret stone hatch in the corner of the floor has been forced open by a kilorat. This leads to the secret Area 5.
- The exit leads to Area 6.

AREA 5: THE HATCH (SECRET)

A cold stone staircase leads down into a small, dank tomb. The disintegrating corpse of an armored warrior lies on a flat stone slab, clutching a polearm.

- This is the special sarcophagus of the captain of the tomb guardians.
- In addition to the armor and polearm, there is an Old Hoard down here. If anything is removed from the tomb, the **GHOSTS** from Area 4 attack.
  - *The Queen's Aegis*. Heavy Armor. +2 Block (+5 Block against spells).
  - *The Moon Glaive*. Once every Combat, attack up to 2d4 Close and Nearby Adversaries.

TOMB OF AUDRASTICA DUNGEON LAYOUT



AREA 6: THE SARCOPHAGUS OF THE PITILESS WIZARD

This vast, snowy chamber is unnaturally cold. The center of the room is cratered and full of snow heaps. An impressive stone pyramid, the wizard's tomb, rests in the center of it.

- Up ahead, a harsh, worried voice says: "No excuses! Find her. NOW. Or shall I report to Master Hayn that we have misplaced their prize?"
- There is an alarm trap in the open doorway of the chamber: a shield and sword leaning against a wall rigged with a glass vial that, when broken, creates a deafening noise and blinding light. The vial can be preserved with a successful Tinker Check.
  - Dazzling Potion: When shattered, the target is **DEAFENED** and **BLINDED** for 1d4 Rounds.
- A toppled stone statue depicts Audrastica the Pitiless wearing a fine gown and holding a scepter.
- The remains of a giant ice golem still lie on the ground, only partially melted. The shattered bodies of smaller ice golems are scattered everywhere.
- A band of **CULTISTS** (10xL5-G) scour the room for the missing body of Audrastica the Pitiless. Their leaders are Jy'ren (L5-B), a lithe, hooded cultist garbed all in black and wearing a jeweled, silver mask and her commander Aldrad (L6-C), a tall, stout cultist wearing heavy armor under his robes and an eye patch over a substantial facial scar.
  - The cultists serve a **SORCERER** (L8-C, with half Courage) called Hayn of the Broken Circle (p240) and were sent on a mission to recover the corpse of Audrastica and bring it all the way to the Broken Country in the far north, where the Gloom King will resurrect it as a **LICH**.
- The sarcophagus is guarded by cultists, but beneath it there is a secret passage leading to an entirely undiscovered wing of the tomb. Search Check: A small, hidden button near the base of the coffin opens a trap door leading to Area 7.
- The cultists will not suffer interlopers and are entirely unaware of the *Seeing Stone*. But Ymnar the **SORCERER** (L4-C) will turn on the PCs and reveal all their secrets in order to join the Broken Circle. He proposes that they could use the *Seeing Stone* to find Audrastica's missing body.

AREA 7: THE HIDDEN LIBRARY (SECRET)

This warm, muggy, rotten wood paneled chamber is lined with dozens of tall bookshelves.

- Most of the books on the shelves are rotten and turn to dust at the touch. Roll 1d4 random Books.
- Torches line the wall and will ignite or extinguish based on a person's proximity.
- A tall, ice statue of Audrastica in wizard regalia stands ominously in the center of the room. Words written on its base read, "Audrastica the Frost Magus." This statue is actually a **GOLEM** (L8-B) that will activate and stalk Area 8 quietly if the Ice Key is found. The golem sets off the magic torches like any other person.
- A narrow passage leads to Area 8. The passage is freezing cold and inflicts 1d4 Dread on anyone that passes through it, but the way is closed off by an ice door that requires a key. Search Check: The key is hidden on the bookshelves.

AREA 8: THE ICE CHAPEL (SECRET)

A blizzard rages in this freezing cold, stone room.

- Anyone who enters suffers 1d8 Dread from the blizzard.
- A rune door glows with pale blue light. There are two runes on the door.
  - Lore Check: One means "ice" and the other means "fire."
  - Activating the fire rune will halt the blizzard and begin to heat up the room. After 4 minutes the room will get so hot that flames will burst from the floor.
  - The door will only open to Area 9 and end the weather effects if both runes are deactivated simultaneously.
- Beneath the mounds of snow there are frozen creatures: a **TUNNEL CAT** (L5-B), a **USED T'BE TIGER** (L5-C), and a human with a long beard. If the fire rune is activated, the three creatures thaw. The feline beasts will attack, but will burst into flames and turn to ash at the end of 4 rounds of Combat.
- The bearded human is Wurmwig the Magician. Wurmwig was originally in search of the *Seeing Stone* but has been trapped here for a long time. Wurmwig is addled and can't recall how he ended up in the Ice Chapel, but knows he had come here with some very important information. He can't recall what the information was, but it was critical for acquiring the *Seeing Stone*—though he also can't remember why he wanted the stone in the first place.
  - Wurmwig seems like a hapless old man and will happily join the party, but he is, in fact, a **SORCERER** (L5-C).

AREA 9: THE QUEEN'S RELIQUARY (SECRET)

An immaculate, richly decorated chamber with glimmering golden walls is lit with magic torchlight. A large, golden table displays a Mythic Hoard.

- A crystal ball rests on the table, but this is not the *Seeing Stone*—it is a decoy. Touching the crystal ball activates a **PHANTASM** (L6-C) that commands the PCs to state the password or be removed. Wurmwig does know the password, and if inspired, he will recall it as "Vago's Bane." Once these words are said, the golden table rises to the ceiling revealing a spiral staircase of cold stone that leads to Area 10.
- As he gets closer to the *Seeing Stone*, Wurmwig begins to remember he had lost something precious and that the stone was his only chance to find it again.

AREA 10: THE CHAMBER OF THE SEEING STONE (SECRET)

This cold, grey stone chamber has a single pedestal holding the *Seeing Stone*.

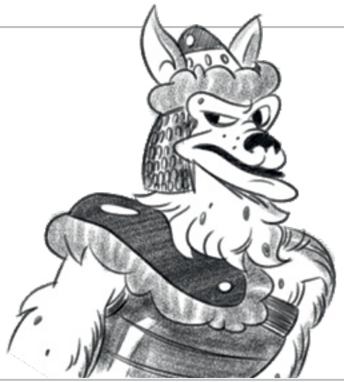
- The *Seeing Stone*. The stone is about the size of a grapefruit, freezing cold to the touch, and glowing with pale blue inner light. Mettle Check: -1 to activate it, revealing any location in the world.
  - If a PC attempts to see Audrastica's body, the vision shows the exterior of Audrastica's Keep and a sudden flash of the corpse's eyes blinking. The corpse has risen, but not by any magic of the cultists, Hayn, or the Gloom King. Instead, the corpse is possessed by **THE NEVERWAS** and has returned to Audrastica's Keep, kicking off the quest **The Ice Magus and Castle of Fire** (p240).
  - If a PC attempts to see the Gloom King, the vision is clouded. After several pregnant moments, a distant, deep voice asks: "Are you a wizard?" If the PC replies "Yes," the stone goes dark and the Gloom King cannot be seen again. If the PC replies "No," the Gloom King replies, "Then perish." The PC must roll to Defy Death!
- In the presence of the *Seeing Stone*, Wurmwig has an overwhelming desire to take it. He recalls his mission was to use the stone to find a spellbook stolen from him by a band of adventurers. These heroes, in fact, stole the book in order to prevent Wurmwig from using a powerful spell called *Wurmwig's Last Design*, capable of ensorcelling entire civilizations. Wurmwig will stop at nothing to look for the spellbook with the *Seeing Stone*.
- If a PC attempts to see the spellbook, the vision is a lone, tattered book resting on a mountain of treasure, on a distinctly black stone mountain made from abyssium, found only in the Abyss. Atop the treasure is a giant sleeping, shadowy black dragon.
  - This is vision of Area 30 in the Lair of Shadows (p321).

Broken Tooth Flat

Hex 40.25. A perilously steep, winding natural stair leads to a subterranean plateau. There, shimmer-snow collects in great mounds. Animal hide tents speckle the flat stony ground and the skulls of great subterranean creatures adorn totemic towers that all pay homage to the great and terrible Lord Broken Tooth.

RUMORS

- Lord Broken Tooth desires a powerful *Magic* item within Horg's Hold.
- Once, Lord Broken Tooth the yowljack singlehandedly killed six lorgads before slaying a cragnark.



LORD BROKEN TOOTH

Known originally as Karkan, the towering **YOWLJACK** (L9-C) warlord earned the name Lord Broken Tooth for biting through the stone helmet of a lorgad warrior and breaking all of his teeth. Despite this, Karkan was victorious and his feat secured the respect of his gang.

- **Traits:** Stubborn, dim-witted, aggressive.
- **Motivation:** Eat his rival Horg and steal the *Hammer of Gund* to become the strongest warlord in all of the Underlands.

LAIR LAYOUT

AREA 1: THE WITHERING STAIR

A crumbling path roughly in the shape of a staircase, the Withering Stair winds through steep rocks that glow with fluorescent mushroom caps.

- A resident **SARVANG** (L6-B) attacks anyone climbing the stairs that it doesn't recognize. While it is not their pet, the yowljacks feed it scraps.
- Make Nimbleness Checks to avoid slipping off the stairs during Combat. Failing results in falling and tumbling, suffering 2d6 Dread.

AREA 2: THE SHIMMERING FLAT

A high plateau overlooking the Old Dwarf Road (p234), the flat stone surface twinkles with shimmer-snow. Flakes drift along the smooth, glassy surface of the flat expanse.

- A camp glows with firelight in the distance.
- On one side, tied up **CATTERWOMPUSES** and **QUOBS** languidly graze on baskets of seeds.
- On the opposite side, ravenous **KILORATS** stretch their chains in an attempt to bite at each other. They will wildly attempt to bite at anyone who passes through the area, possibly breaking their chains.
- A bogril trader named Cheryl Brasswile is tied up, along with a chest of **STARFELL SHARDS** marked "N.D. Trading Co." Cheryl was on her way to the Toadstool Market in Mycelior (p132) to meet up with her partner Nuck Dundeenee with the shipment when she was waylaid. She's sure Nuck would pay a handsome reward for her return, not to mention that of the priceless cargo.

AREA 3: THE WAR PIT

Lord Broken Tooth's camp. Animal hide tents circle a rocky pit where gladiators wrestle for supremacy and the amusement of Lord Broken Tooth.

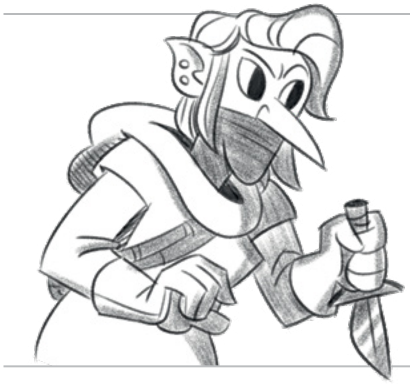
- A large group of **YOWLJACKS** (6xL6-G, 2xL7-B) are cavorting with each other, gambling and wrestling. They are preoccupied but will spring into action to capture intruders if the PCs draw too much attention to themselves.
- Lord Broken Tooth (L9-C) grins toothlessly at a wrestling match between a Large **YOWLJACK** (L8-B) and a one-eyed **ETTIN** (L4-C) who doesn't appear to be enjoying themself.
- Lord Broken Tooth sees intruders as food and will desire to eat the PCs unless they offer him something valuable. Alternatively, he might command the PCs to side with him against Horg of Rag Bottom (p256) or be thrown into the war pit to wrestle to the death.
- If the PCs happen to have *The Hammer of Gund* (p256), Lord Broken Tooth will attempt to seize it.
- A cave that leads to a river connecting to the Ice Tongue Caverns (p230) lies on the outskirts of the camp. The running water is audible from anywhere in the camp.

Caverunner Lookout

Hex 44.14. A small community of bandits that make their living robbing caravans dwell in a hidden crevice on a sheer cliff that overlooks the Old Dwarf Road. Their hideout is made up of a series of caves and tunnels that only they know how to navigate, making it a treacherous crawl for anyone who would dare try to stop them from plying their trade.

RUMORS

- Forget driving a caravan down the Old Dwarf Road, or the Caverunners will rob you clean.
- The bandit Karlee the Blade has made a lot of enemies, not least of which is the Court Jester Gang.



KARLEE THE BLADE

Leader of the Caverunners, Karlee is a goblin **BANDIT** (L6-C) who worked as a petty burglar until she was run out of her territory in New Delve City by the Court Jester gang, Karlee took her chances along the Old Dwarf Road and struck it rich robbing unarmed mineral merchants.

- **Traits:** Distrustful, chip on her shoulder, keeps secrets from her crew.
- **Motivation:** Earn enough coin to hire mercenaries and head back to New Delve City for revenge against the Court Jesters.

LAIR LAYOUT

AREA 1: LOOKOUT CAVE

A ramshackle camp with a roaring fire. Bandits huddle around the flames, their voices echoing in the cavernous darkness.

- Fletch, a goblin **BANDIT** (L5-B) spins a roasted **ROOTERSNOOP** over a campfire spit.
- Gug, a wug **BANDIT** (L3-B) grunts and picks their teeth with a pointy knife.
- Peeper, a boggle **BANDIT** (L5-G) paces back and forth with a lantern, leering into the darkness to spot intruders. If spotted, Peeper sounds the alarm to summon 1d6 **BANDITS** (L3-G) to capture trespassers.

AREA 2: THE SPLIT

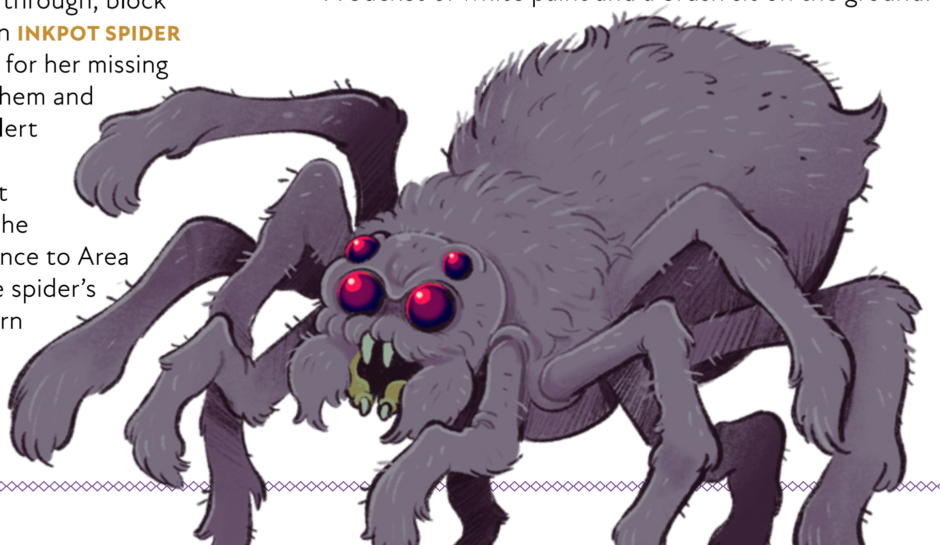
There are two yawning cave mouths leading to forking passages. A cold wind murmurs through wispy cobwebs.

- The first cave leads to Area 3. Cobwebs, so thick that they must be cut or muscled through, block the way. But doing so summons an **INKPOT SPIDER** (L4-B) named Izzy, who is looking for her missing keys. She assumes the PCs took them and is hostile, but she's not eager to alert the Caverunners.
    - The spider's keys open a secret door hidden at the far end of the first cave just before the entrance to Area 3. The secret door leads to the spider's vacation home. If the PCs return with the keys, Izzy gives them a pouch of Gold and offers the use of her vacation home as a secret hideout whenever the PCs need it.
- Passage 2 branches in three directions to Area 4, 5, and 6.
    - Barrels of oil line the passage leading to Area 4.
    - Crates contain rope, *Mundane* tools, and several New Delve City Officer of the City Guard uniforms.

AREA 3: THE WAGON

A low-ceilinged cave speckled with orange moss-like slime that glows dimly.

- A wagon, banded with iron and covered by a brown tarp, has a freshly painted OCG badge on its side. The wagon is empty but for a single crinkled-up map of New Delve City with a circle around a place called Gunk Hold Grotto (p46).
- Glowing salamanders the size of coins skitter beneath the PCs' feet.
- A bucket of white paint and a brush sit on the ground.



AREA 4: DOGGARTS PLAYING POKER

Tiny pebbles tumble down a large shaft in the ceiling, making a knocking sound as they skip over the boulders that partially fill the cavern.

- Four guard **DOGGARTS** (3xL2-B, 1xL4-B) growl as they all grapple with a large femur under a card table. The doggarts will growl and bark when they notice the PCs. If the PCs don't leave or tame them, they will attack.
- A halberd leans against an entrance to Area 5, and grunts can be heard coming from around a corner where the **GUARD** (L7-G) is going to the bathroom.
- A trapped lantern dangles at the threshold of Area 5. If picked up, it spills **BLINKING CAVE-INCHERS**.

AREA 5: KARLEE'S CAVE

Beautiful, thick rugs woven with gold cover the stone floors of a warm, comfy cavern lit with candles.

- Karlee the Blade (**BANDIT** L6-C) sits on a stone chair, flanked by two **BANDITS** (L6-B). She's surprised if the PCs manage to sneak in. Being so stealthy, she offers them a job (see quests), which she insists they would be wise to take—otherwise she will attack the PCs.
- There's a secret door hidden under a large red and gold rug depicting a dragon fighting a group of griffons in a fiery sky. The secret door leads to Area 6.

AREA 6: KARLEE'S STASH (SECRET)

A claustrophobic stone chamber that looks to have been blasted out of the rock with dynamite.

- An Ancient Hoard rests in the center.
- Several **SINGE VIPERS** slither in defense of the hoard.
- Among the treasures is a Stone Key, which opens Izzy the **INKPOT SPIDER**'s vacation home in Area 2.

QUEST

THE COURT JESTER CONNECTION

Karlee the Blade is done with the Old Dwarf Road and is pulling up her stakes to head back to New Delve City. But she wants the Court Jesters out of New Delve City, since they ran her out of town in the first place. She's convinced they have someone on the inside at the Office of the City Guard, but she doesn't know who. She wants to find that person, oust them, and leave the Court Jesters without any allies in law enforcement. That's where you come in. Karlee has acquired a wagon and some OCG uniforms. Use them to infiltrate the city guard and find out who is helping the Court Jesters. Get a name, and she'll reward you with a pouch of Gold 🪙 each.

- Karlee is wrong about a connection between the Court Jesters and the OCG. Instead, Giggles the Bent, leader of the Court Jesters, is actually Braag Gargoon, prince of the royal family (see quest **The Big Secret**, p47).
- Being disguised as OCG officers could be useful, however, in investigating the criminal history of the Court Jesters, and it could give the PCs access to confidential police information.
  - Looking into the records of Braag Gargoon reveals that he was booked on a few occasions, but the details have been erased by none other than High Officer Kormac Lurenzo.
  - Lurenzo was just playing politics, doing as he was told by Lord Tymids. Neither goblin knew or wanted to know the extent of Braag's criminal activities. They just assumed he had gotten in with the wrong crowd, dressed up as a clown, and committed petty vandalism. Little did they imagine he was the mastermind behind the Court Jesters.
- Tangentially, there is a connection between the Black Nail Clan and the OCG. Officer Helsa Troodan is secretly a criminal mastermind called the Black Nail (see quest **The Black Nail Clan**, p27).

THE DOUBLE-CROSSERS

Karlee the Blade has beef with lots of folks. But there's a pair of no-good, backstabbing dungeoneers by the names of Yuli and Lid Lifter that really grind her gears. They worked with the Caverunners a while back and ended up double-crossing Karlee by keeping more than their fair share from a merchant caravan heist and then disappearing. Karlee heard, however, that the two goons have recently run afoul of some bad dudes—sorcerers or some such. Yuli and Lid Lifter must be shaking in their boots, holed up somewhere in Stone Shar Forest. If you find them and bring either them or Karlee's treasure back, she will pay two pouches of Gold 🪙.

- Yuli Wurthertunny and Farg "Lid Lifter" Ludlo are hiding out in Grave Burglar Grotto (p252). They already spent all the money gained from the heist, but they do have a very valuable ring that is coveted by the Broken Circle.
- If the PCs manage to convince or coerce Yuli and Lid Lifter to go back and talk it out with Karlee, they play along. However, the PCs suffer Disadvantage on Travel Checks while they are with the dungeoneers because they keep doing foolish things in an attempt to attract danger and escape in the chaos.

Grave Burglar Grotto

Hex 51.22. The former hideout of the little known Grave Burglar gang is now home to a pair of **RIVAL DUNGEONEERS** called Yuli and Farg. The grotto drips with crystal clear runoff from the surface above that collects in still reflective pools. The high ceiling echoes, and a single fire burns dimly, its light shimmering on the wet stone walls.

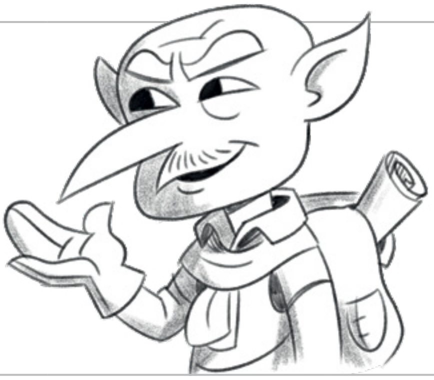
RUMORS

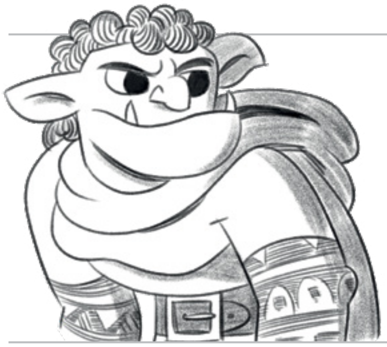
- The Grave Burglar gang disbanded after most of their members were eaten by a cragnark, so now their old hideout in the Shimmering Shar is empty.
- A horrifying insectoid monster was seen entering the Stone Shar Forest.

YULI WURTHERTUNNY

A boggle dungeoneer who recently made a name for himself, escaping Audrastica's Tomb with a substantial treasure, or so rumor has it. Yuli usually works with his long-time partner, Farg, pilfering loot from archaeological sites and fencing the goods in Port Lagoonie.

- **Traits:** Good liar, tells false rumors, squinty.
- **Motivation:** Yuli is on the run after surviving Audrastica's Tomb and stealing a ring from the skeleton of Audrastica herself.





FARG "LID LIFTER" LUDLO

A wug tomb robber with thick tattooed forearms and a knack for breaking into sarcophagi. Farg is a former dungeoneer who earns his keep by getting hired on as muscle for crews of nefarious tomb raiders and thieves. Farg and Yuli are partners.

- **Traits:** : Gruff, impressionable, loves music.
- **Motivation:** Do whatever Yuli says because Yuli is always right...until he isn't.

QUEST

THE DOOR IN THE DUNGEON

Farg "Lid Lifter" Ludlo hasn't come across many lids he couldn't lift or doors he couldn't open. But there's one door that really sticks in his craw. Even when he's lying awake at night, his mind will wander back to when he looked through the keyhole of that little locked dungeon room and saw a skeleton with five rings on its hand. They've gotta be pretty cool rings! Yuli says to forget about it, but Farg just can't. The only catch is that this dungeon is all the way in the Abyss. You up for a big journey?

- The dungeon Farg is speaking about is the Lair of Shadows (p321). Farg went there a few years ago with a crew of daring dungeoneers. They found some decent treasure, but Yuli thinks it wasn't worth the time and risk, considering several of the crew died.
- The Lair of Shadows has changed since Farg was there, and he doesn't reliably remember enough to be an effective guide. He will remember Area 26, however; behind the first locked door is a skeletal wizard wearing five rings (p326).

THE COVETED RING

Yuli has lots of regrets. He's lived a life full of them! But this one might take the cake! What was supposed to be the score of a lifetime turned out to be a huge pain in the neck. Yuli and Farg stole a ring from Audrastica's Tomb, and now every sorcerer, cultist, and their mothers—not to mention cackling shades—are after it. But Yuli just can't sit with the idea of getting nothing for all their hard work. You wanna buy this ring for Ancient 🪙? Or will you help Yuli find a buyer?

- If the PCs let Yuli and Farg deal with the ring themselves, they'll be killed and the ring will be taken by the **CULTISTS** listed in Area 6 of Audrastica's Tomb (p245).
- The same cultists will pursue the PCs if they decide to buy the ring or travel with it to find a buyer.
- Many people in the Underlands would be interested in trading for the ring, merely to keep it from falling into the hands of evildoers: Eeshar Odryn (p68), S. Geraldine Toodlebee (p168), and Headmaster Geddy Vel Munchowzen (p72) to name a few.

LAIR LAYOUT

AREA 1: DRIP DROP CAVE

Stalactites drip with fresh water as pale, long legged insects skitter across the ceiling.

- Groups of **STALAG MITES** (L5-G) hang from the ceiling drinking water and munching on the pale insects. They will attack opportunistically if the PCs get too close.
- A broken gold chain is discarded on the ground. It has the initials "FL" and belongs to Farg Ludlo, but was torn off in a close call with a **CACKLING SHADE** that has been hunting him and his pal Yuli.
- Stacks of small stones, clearly stacked by a person, decorate most of the cave floor.

AREA 2: THE REFLECTING POOLS

Pools of clear water, some deep enough to swim across, are scattered across this area.

- Yuli and Farg the **RIVAL DUNGEONEERS** (L3-B) are hiding in a pool, breathing through straws. They believe the PCs are a monster that's been hunting them throughout Grave Burglar Grotto. Yuli won't admit it immediately, but the monster was likely sent by a sorcerer whom they encountered in Audrastica's Tomb (p245). Yuli stole a ring from Audrastica's skeleton, just as a party of ill-looking humans arrived to rob the tomb of all of its hidden wizard treasure.
  - Yuli and Farg admit they've been stealing *Relics* from dungeoneers along the Old Dwarf Road (p234). But the law, and even a giant troll mercenary, are the least of their worries now that a monster's in the cave.
- They plead with the PCs to help them escape the cave, when an ominous chittering sound precedes a sudden cave-in. The way back to Area 1 is completely blocked. The only way to escape is to delve deeper into the Grave Burglar Grotto!

AREA 3: THE STINK PIT

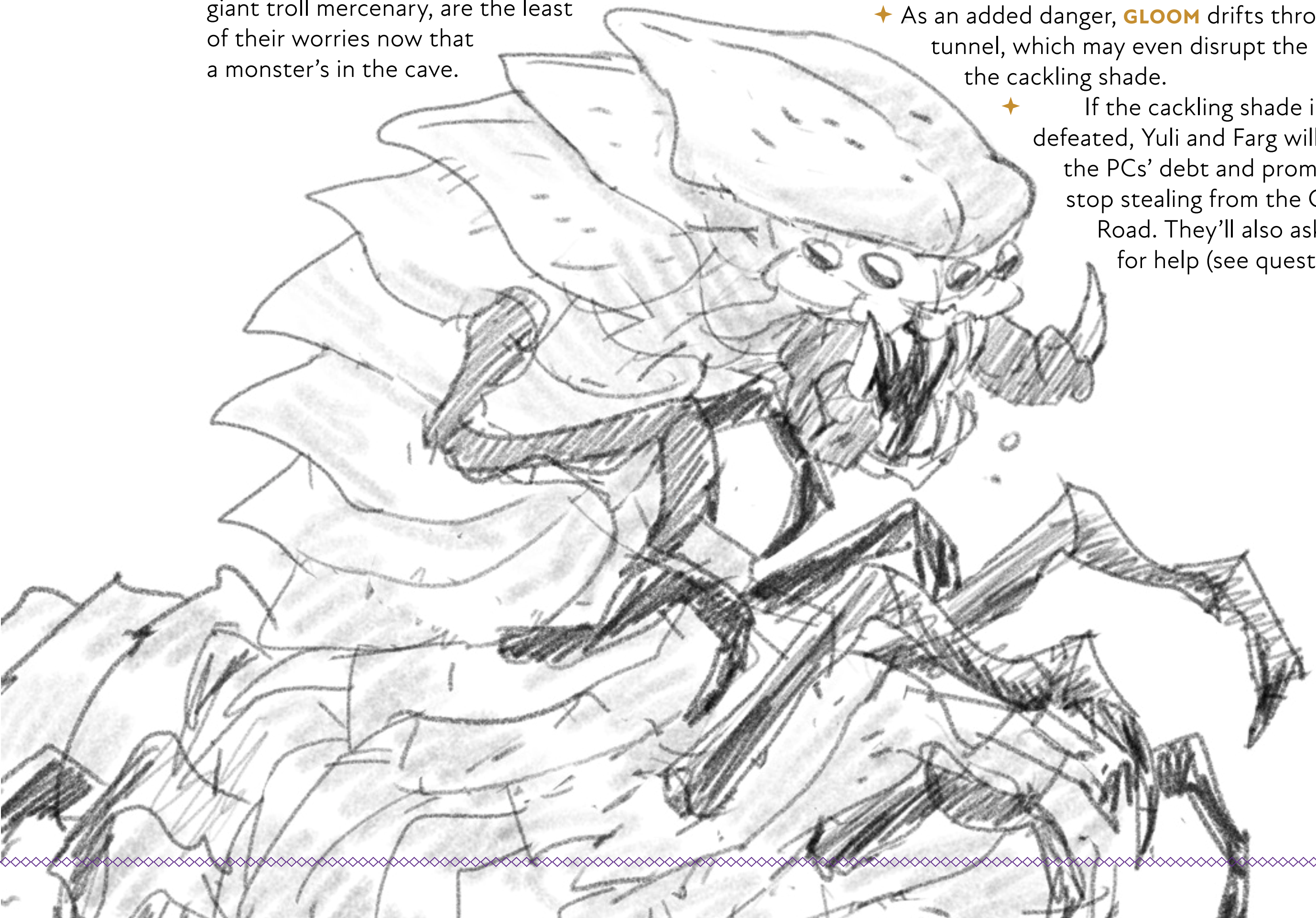
Putrescent gas bubbles from a stinking, sunken pit in the center of a cave filled with black jagged rocks. The faintly yellow gas obfuscates that there is **GLOOM** curling around the rocks.

- The yellow gas is inflammable.
- A chittering sound echoes from rock to rock as a **CACKLING SHADE** (L5-C) skitters stealthily, stalking the party. The creature wants Audrastica's ring, the *Master's Perspective*, a powerful *Relic* from the time of the War of the Wizards.
  - *The Master's Perspective:* Mettle Check: Each session, mind control a target for the duration of the session. On a 5-, age 10 years and suffer 1d10 Dread.
- The cackling shade is an ambush predator and intends to lure the group into Area 4, where visibility is reduced due to a patch of **GLOOM**.

AREA 4: THE MISTY TUNNEL

Dread and foreboding permeates a narrow, misty tunnel. It is as if a malign intelligence dwells here, amused by the cat-and-mouse chase.

- The **CACKLING SHADE** strikes at Yuli and Farg, searching for Audrastica's ring. The creature is vicious, will stop at nothing, and will leave no one alive.
  - As an added danger, **GLOOM** drifts through the tunnel, which may even disrupt the plans of the cackling shade.
  - If the cackling shade is defeated, Yuli and Farg will be in the PCs' debt and promise to stop stealing from the Old Dwarf Road. They'll also ask the PCs for help (see quests).



The Hidden Base

Hex 36.26. Buried in the cracks of the Devouring Gorge in the Shimmer-Snow Steppes, no signage or clues point to the location of the hidden base of operations for the Children of Gootonia (p343). The entrance to the base is a wide, dark fissure. Four gelatinous goo **GUARDS** (L1-B) keep watch from the dark and attack intruders from range with goo-tech energy blasters.

Twenty feet down the fissure, a small cave mouth and a locked iron door open to a sizable chamber. Inside the base, there is room enough for three dozen members, supplies, and weapons. Maps are spread out everywhere, detailing both battle plans to take down the City of Slime and blueprints for a New Gootonia. Crates of explosives and old Gootonian blasters and armor line the walls.

Several tiny tunnels, only big enough for a squished goo, act as emergency base entrances and exits.

THE CHILDREN OF GOOTONIA

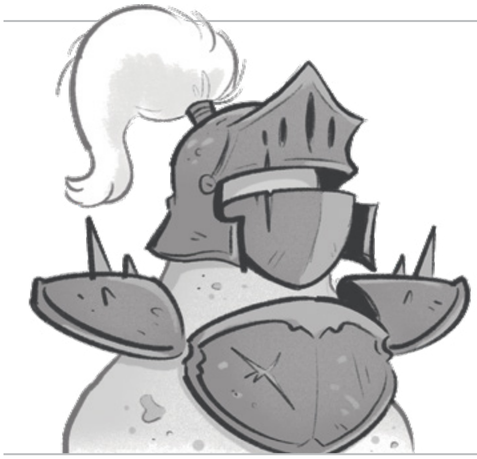
Decades ago, the mung of the Shimmering Shar destroyed the city of their age-old nemeses, the gelatinous goos of Gootonia (p213). The surviving goos were scattered to the winds, many fleeing the Underlands altogether for the surface. Eventually, a group of gelatinous goos, many of them the grown-up children of the old city, banded together to form Jellyhaven (p196). But a rift quickly grew when Jellyhaven's majority insisted that it should remain a secret hideaway forever. Determined to live freely, a faction of insurgents broke away from Jellyhaven and started the revolutionary organization called the Children of Gootonia, whose primary goal is to destroy the City of Slime (p182). Whether that's for revenge or to eliminate the threat to gelatinous goos everywhere depends on who you ask.

RUMORS

- The Children of Gootonia plan their attacks in a hidden base, somewhere in the cracks of the Shimmering Shar.

OUTBOUND RUMORS

- The Great Mung is nothing more than a monster that devours its own people.
- The folk of Jellyhaven are good people, but they are shortsighted, and their enemies will find them eventually.



FEARLESS LEADER

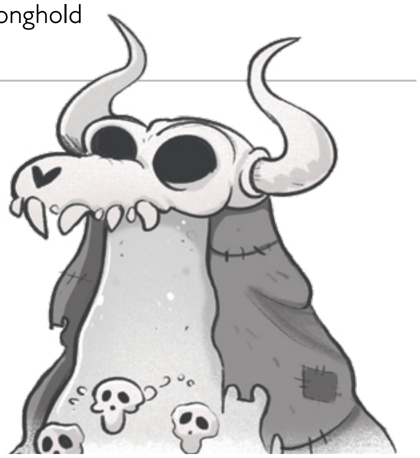
The goo known as Fearless Leader is the mastermind of the Children of Gootonia. Orphaned by the destruction of Gootonia, they (along with Evil Weezil) spent their younger days as a captive of dweorg slavers. But Fearless Leader led a revolt, freeing them both. Slowly, they gathered a following of like-minded gelatinous goos, determined to regain a foothold in the Underlands for their people. Lady Haven in Jellyhaven used to be one of them, but Fearless Leader became adamant that the mung threat needed to be eliminated once and for all.

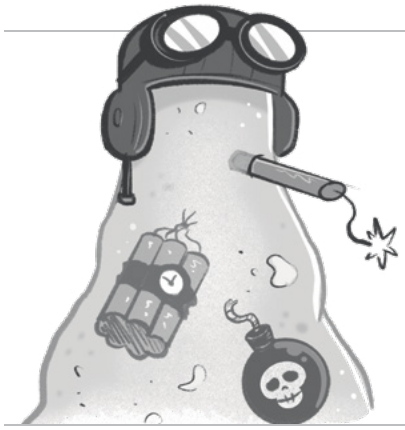
- **Traits:** Strategic, decisive, cold to outsiders.
- **Motivation:** Establish a new goo stronghold in the Underlands without fear.

EVIL WEEVIL

While she isn't actually evil, Evil Weevil has a reputation for being rather ruthless. She is a witch of sorts, having dedicated some years to learning witchcraft from a troll named Catarina in the Mucklands (see Dunk in *The Mucklands Sandbox*). Sometimes she makes questionable decisions, but her long history with Fearless Leader keeps her in their good graces.

- **Traits:** Dwimmercrafty, cutthroat, unscrupulous.
- **Motivation:** Make the mung pay no matter what.





BOOM-BOOM

Boom-Boom is a young goo with a penchant for fire and making things explode. As the group's demolitionist, he wields a blunderbuss and carries bundles of dynamite. Boom-Boom is fearless and will do anything daring, even if it's a terrible idea. Fearless Leader always has to temper this wild side and focus Boom-Boom's overexcitement.

- **Traits:** Chaotic, loyal, appetite for destruction.
- **Motivation:** Do anything for his fellow comrades.

QUESTS

ARE YOU IN OR OUT?

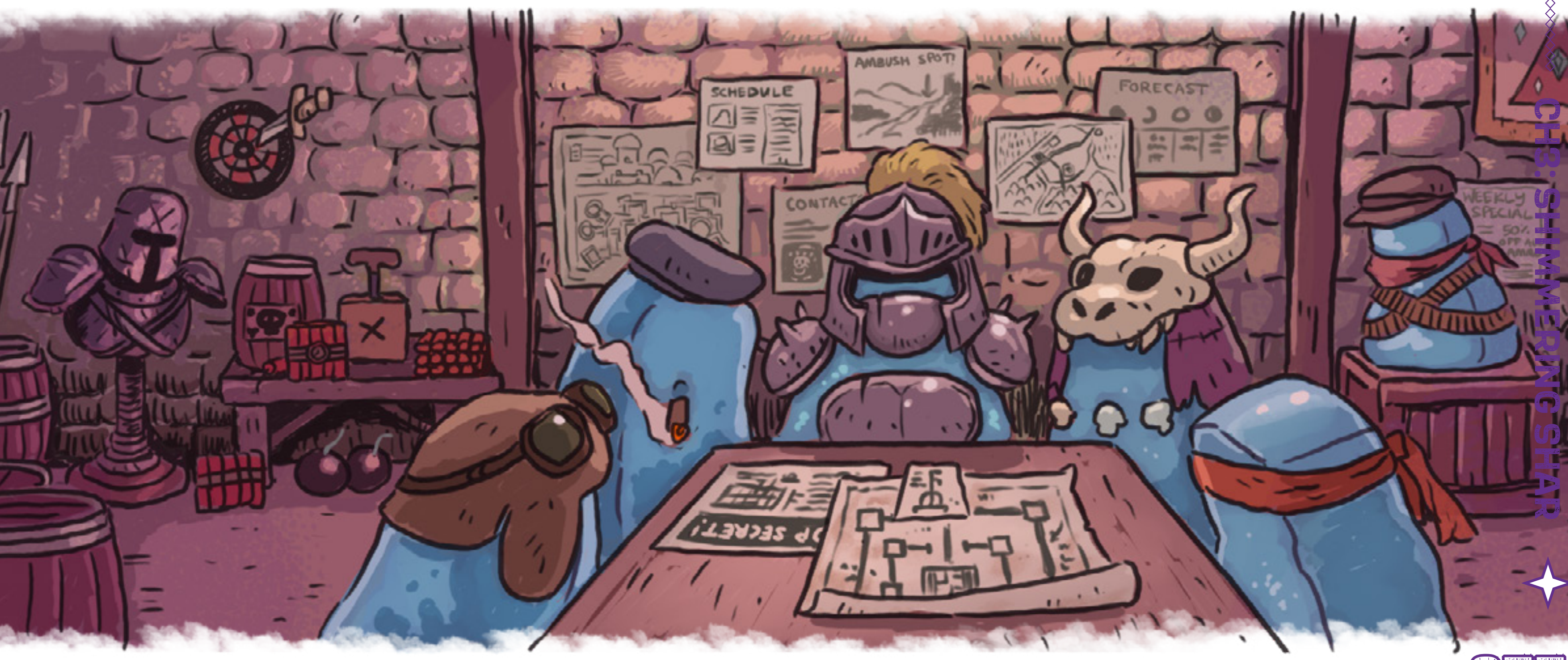
By finding the Hidden Base of the Children of Gootonia, Fearless Leader believes that you know too much. They can't risk letting you leave unless you vow to support their cause and help them in defeating and destroying the City of Slime. So what's it going to be?

- Fearless Leader will explain their point of view for anyone that asks. The gelatinous goos have either been forced out of the Underlands or into hiding. The only way, in their mind, to live freely is to destroy their enemy, the City of Slime. Otherwise, gelatinous goos will suffer as outcasts and slaves all over Eem.
- The Children of Gootonia will fight the PCs if they refuse to help in some way.
  - Fearless Leader: **WARRIOR** (L6-C)
  - Evil Weevil: **WITCH** (L6-B)
  - Boom-Boom: **RIVAL DUNGEONEER** (L3-B)
  - 3d12 gelatinous goos: **BANDITS** (L2-G)
- The Children of Gootonia have plans already in motion. If the PCs want to help them, see quests **The Black Sludge**, (p186); **The Missing Mung**, (p192); and **The Walls Are Closing In,** (p191). Anyone who joins the revolution needs a cool nickname.
- The Children of Gootonia won't forget their allies. If the PCs help them, they will assist the PCs on any mission, without question.

BUILDING A NEW GOOTONIA

Gootonia is a wreckage site now, but perhaps some materials and relics can be salvaged from the destruction—things that can be used to build anew. But rumor has it that there are squatters in the old palace. Unfortunately, Fearless Leader and Evil Weevil have other matters to attend to, but if you accompany Boom-Boom to drive out the squatters and gather materials, you can keep some of the treasures found there.

- Boom-Boom (Attack:+2, Defense:+0, Courage:15, Dread:1d10) is friendly, but a loose cannon. To them, every problem is a nail and they've got the hammer (explosives).



Horg's Hold

Hex 14.24. This abandoned **DWEORG** mine is now occupied by the notorious gangster, Horg of Rag Bottom. The mine itself is collapsing, and Horg's gang has been hard at work transforming the small mine into a bonafide fortress, as Horg is at war. A horde of **YOWLJACK** harriers under the command of the imposing Lord Broken Tooth (p249), have laid siege to the mine-tunnels in search of Horg's considerable treasure hoard. The Broken Tooth yowljacks believe that Horg is hiding more than gold and may be in possession of a powerful *Relic* called the *Hammer of Gund*, which is said to grant its wielder the might of a giant. Horg rules the Hold with an iron fist and anyone lost in his mines will be swiftly dealt with.

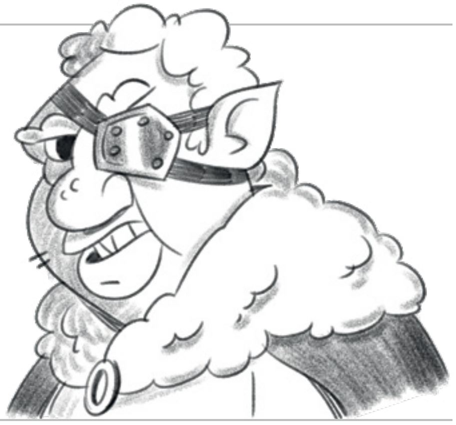
RUMORS

- The Gargoon family put out a bounty on Horg the gangster, but no one has been able to collect it.
- A war is brewing between Horg and the yowljack Lord Broken Tooth.
- Horg of Rag Bottom has a mighty
- Horg the gangster has holed himself up in a bunker somewhere in the Shimmering Shar.

HORG OF RAG BOTTOM

A rotund boggart **GANGSTER** (L4-C) with an iron patch over his eye, Horg was once the terror of Rag Bottom in New Delve City. However, after successfully completing one of the greatest heists in Underlands history by robbing the royal family of Gargoon, Horg fled to lay low, only to discover that his haul was far more valuable than he imagined. Unfortunately, Horg has no idea how to use the *Hammer of Gund*, which vexes him greatly.

- **Traits:** Paranoid, quick to anger, sloppy eater.
- **Motivation:** Protect his vast wealth and, most importantly, his priceless *Relic* from anyone who would take it.



QUEST

THE HAMMER OF GUND

After repeating the name Broken Tooth for the umpteenth time, Horg starts to whimper to himself. He never wanted any of this; he only wanted to steal from the merchants of the Old Dwarf Road and live off the fortune. He had no idea that he stole the *Hammer of Gund*. And, sure, Horg may be a bad guy, but Lord Broken Tooth is much worse and can never be allowed to get his hands on the hammer. Take down the yowljack lord and Horg will pay Ancient ⛁.

- Horg cannot figure out how to use the *Hammer of Gund*, so he has hidden it in Area 6, a secret treasure hold in the center of Area 5: The Mine Maze. The maze is Horg's creation and where he's invested most of his money. He refuses to let the PCs see the hammer.
- Lord Broken Tooth is a formidable opponent and not easily defeated in combat. He has been planning a raid on Horg's Hold for months and will see an opportunity for the PCs to double-cross Horg. Lord Broken Tooth proposes that the PCs go back and tell Horg that they killed him, then scout Horg's lair and relay the intel to the yowljacks.
  - Lord Broken Tooth will either match Horg's reward, or he will coerce the PCs to do his bidding if they are at his mercy.
- If the PCs double-cross Horg, and Lord Broken Tooth acquires the *Hammer of Gund*, the Broken Tooth yowljacks will wipe out the bandit competition in the Shimmering Shar, becoming a major faction.

LAIR LAYOUT

AREA 1: THE RAMPART

Splintered crates, debris, and old wagon wheels form makeshift barricades.

- A flag with a painted logo of a round-faced boggart that is presumably Horg of Rag Bottom.
- A pair of pacing goblin and boggart **GUARDS** (L4-G), named Ed and Ted respectively, are on the lookout. Mostly fearful of **YOWLJACKS** they will interrogate the PCs before giving them access to the so-called fortress.
  - Ed blurts out that, if they're looking for some extra coin, Horg pays well to keep the Broken Tooth bandits from breaking in.
  - Ted looks particularly nervous and, if he's separated from Ed, will reveal more details: Apparently, Horg has some incredible *Relic* that the boss of the Broken Tooths wants, and Ted's been thinking about running back to Port Lagoonie to avoid all the trouble. That is, he would if Horg didn't pay gold just to stand around.
- Ted and Ed will allow the PCs to see Horg if they agree to leave their weapons with a boggle named Paps at Area 2.

AREA 2: THE MOAT

A poorly dug, shallow mud pit with a single, rickety wooden bridge leads into a mine shaft with a gate made from mine rails.

- A worried, old boggle by the name of Paps (**BANDIT** L6-G) wears a miner's hat. He sweats profusely, pouring pails of water into a shallow, and rather pathetic-looking, moat. He will escort the PCs through the hold to meet Horg if they lock their weapons into a small steel locker. Paps keeps the key.
- The moat has **SLURPWORMS** (L5-G) writhing in it. Paps has discovered that they're rather tame if you feed them Mr. Ration Brand Canned Ram Jam.
- The water pails are filled with salt water, presumably from an Underdeep well.

AREA 3: THE MINE SHAFT

A dark, deep shaft features a questionable rope pulley system and a wooden elevator.

- The mechanism to make the elevator operate is on the fritz. Make a Tinker Check to get it working again. Otherwise, climbing down might be the only option.
- The elevator has three fifty-foot ropes.
- The shaft is crawling with **MOONRATS**.

AREA 4: HORG'S AUDIENCE CHAMBER

A wide, low-ceilinged chamber lies behind an iron gate at the base of the mine shaft. Lit by dozens of lanterns, the place is teeming with **GUARDS** attending Horg of Rag Bottom.

- Horg of Rag Bottom the **GANGSTER** (L4-C) is sitting in a chair with a horde of attendants (**GUARDS** L4-G) beside him in a variety of shabby military uniforms with tall hats and epaulets. The uniforms come from sources such as the Officers of the City Guard, Copperhats, Muckland Trading Co naval uniforms, and so on.
- Horg is worried about his safety, so he's amassing a small, personal army. He's investing in the mine and converting it to be a fortress to protect him and his valuables from Lord Broken Tooth, a vicious **YOWLJACK** warlord.
- Horg assumes the PCs are hired by Lord Broken Tooth to kill him, so he orders his guards to attack. If the PCs prove their mettle or wits, Horg will want to hire them (see quests).

AREA 5: THE MINE MAZE

A matrix of mine shafts, abandoned tunnels, and traps, that were all conceived of by Horg of Rag Bottom.

- This is a **RANDOM MAZE** that leads to Area 6 (in the center of the maze).

AREA 6: THE TREASURE HOLD (SECRET)

This cramped, rocky hole is filled with piles of treasure that glow as if lit with an inner light.

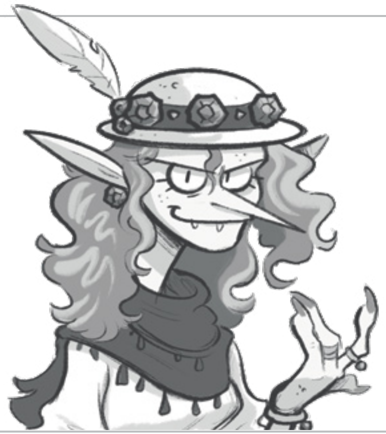
- This is an Ancient Hoard.
- The *Hammer of Gund*: Named for Gund the King of Giants, this hammer was forged by a wizard to grant its wielder the literal strength of a giant. However, the enchantment was not complete, so the wielder must activate the rune on the hammer's head in order to unlock it.
  - Lore Check, Might Check, and Mettle Check: Once every Combat, on a 6+ for all 3 Checks, the wielder's Attack inflicts 1d12+10.
  - Lore Check, Might Check, and Mettle Check: Once every session, on a 6+ for all 3 Checks, gain the strength of a giant for 3 minutes.
  - Spend 10 XP: *Once every Combat* becomes *Twice every Combat*.
- If the PCs take the hammer, Lord Broken Tooth focuses all of his attention on acquiring it from the PCs forcefully.

The Red Cave

Hex 12.19. A breathtaking sight, every inch of this cave is bejeweled with uncut rubies. Glittering like red stars, the cave seems to sigh as people pass through its quiet tunnels, delving deeper and deeper into the cavernous lair of Red Reeba the Witch. Long has she occupied the opulent cave, living in luxury while defending her prize from the likes of greedy adventurers and vengeful **CHROMADYTES**. The cave is rumored to be cursed, but who wouldn't risk a little danger to acquire so much spectacular wealth?

RUMORS

- Riches overflow within the depths of the Red Cave.
- The Red Cave is cursed; beware the whispering stones.
- A magical wagon called the Red Coach comes from seemingly out of nowhere to visit New Delve City.
- Fortune seekers never leave the Red Cave.



RED REEBA

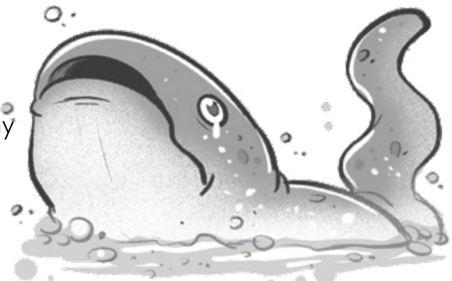
The Witch of the Red Cave, Reeba is a tall, lanky goblin who wears a priceless ruby-encrusted hat that is rumored to be cursed. The stupendously wealthy witch celebrates her fortune by taking regular trips to New Delve City in her magical Red Coach to buy all the latest clothes and gadgets, always in red. Deeply unhappy, Red Reeba acts like she is the happiest, most contented person in the world. But the moment she sees anyone enjoying themselves more than her, she lures them back to her lair and transforms them into sparkling rubies to decorate her "happy place."

- **Traits:** Jealous, touchy, talks to her rubies.
- **Motivation:** Silence anyone that shows true happiness.

GWENDY INKTOES

A talking **LAVAGOG** who dwells in and around the mouth of the Red Cave but is often summoned into the deep tunnels to meet with Red Reeba for a game of marbles. She was once a bonny bride to be, getting ready to marry, but Red Reeba made sure to stifle her happiness. But Gwendy has never figured out why she's a lavagog and not a ruby.

- **Traits:** Shy, unhappy, gurgles between speech.
- **Motivation:** Reverse her curse and return to her beloved Sam at Dread Station (p48)



QUEST

THE COLOR OF JEALOUSY

A lavagog meanders up to the mouth of the cave from the darkness, its eyes intensely red, but somehow full of hope. She introduces herself as Gwendy and asks how brave you are. She then pleads for you to help her, for she is cursed! Transformed into a lavagog and forced to play marbles with Red Reeba the witch all day. The cure to her condition exists in a small chest at the foot of Red Reeba's bed. Get it and Gwendy will grant the PCs a boon. Finally, she warns the PCs not to be consumed with greed when entering the cave; the rubies are cursed!

- Red Reeba's chamber is at the very bottom of the Red Cave and guarded by two more **LAVAGOGS**, real ones.

THE RED CAVE DUNGEON

AREA 1: RUBY LAKE

A lake of still water glows red with the reflection of rubies. The air is crisp, fresh, and clean. And the wet echo of drips from stalactites gathering condensation is the only thing breaking the silence.

- Reeba's infamous Red Coach is parked near the lake, a glittering, ruby-encrusted *Magic* wagon that can shrink to its environment and traverse rocky terrain with no problem. Her lavagogs, not present, are the ones that pull it. Inside, the coach is comfortable and beautiful with soft, red velvet upholstery.
- The lake must be crossed to reach Area 2. Red Reeba just levitates over the lake and her lavagogs are deft swimmers.

- A skiff lies on a sandy shore that twinkles with tiny red gems. The skiff has a hole in its side and will need repair to use for a crossing.
- An albino, blind **RIVERSAUR** (L7-B) called Deeptooth sleeps in the lake. Disturbing the water wakes the beast. The riversaur suffers Disadvantage on Attacks.

AREA 2: THE BLOOD CAVE

Red sludge squishes beneath the PCs' feet. Tall ceilings ooze with red clay.

- Sticky red clay makes Movement Checks suffer Disadvantage.
- Some of the oozing "clay" is actually a group of **BLORPS** (L8-G) who attack trespassers.
- There is a fork in the path, leading to Area 3 and Area 4. Footprints are intermittently visible on the ground in both directions.

AREA 3: THE COLLECTION

Muddy footprints lead to a dome-shaped cavern with hundreds of rubies embedded into cold, blue rock. This cave is spacious but, except for a big book resting on a pedestal at its center, it is empty. The rubies in the walls, oddly enough, seem to make a humming sound.

- There is a "guest book" in the center of the room on a pedestal. There are hundreds of names written in the same handwriting. Flipping through, the names are categorized into sections based on locations like New Delve City, except for one that says Old Boyfriends. The name Gwendy Inktoes is written under Fungal Jungle.
- Perception Check: The rubies are not humming, so much as groaning. In fact, they almost sound like they are trying to talk.
- If a PC tries to take a ruby, the voice of Red Reeba thunders through the cave, "Come to steal my treasures, have you? Good. I like a game of cat and mouse. But be warned. I play games for keeps! Hee, hee, hee ha, ha!" The cackling fades, and the rubies go silent.

AREA 4: THE RIDDLE DOOR

This ruby–encrusted tunnel seems to shrink and close in the further one travels down it.

- There is a tiny metal door at the end of the tunnel with two tiny **GOLEMS** (L1-B) watching over it. The guards are hardly intimidating, but they have deep booming voices and ask for the password in the form of a riddle:

I sing at all doors, but cannot be seen
I ring at arrivals, but not when I leave
What am I that startles dinners?
And always heralds lucky winners!

Answer: *A knock or a bell.*

- If answered incorrectly, the PCs are shrunken down to fit through the tiny door. And that's the size they'll be in Area 5, suffering Disadvantage on Vigor Skill Checks and Attacks. If answered correctly, the door grows to normal size.

AREA 5: THE RUBY SUITE

A circular room cut from what can only be the largest ruby in the Land of Eem, creating a brilliant, glassy, reflective atmosphere. The chamber is the size of a single story house. It boasts designer furniture and a fancy kitchen, all red in color.

- Red Reeba the **WITCH** (L5-C) is playing marbles with polished round rubies. The clattering sound echoes throughout the cave. She is delighted that the PCs made her work easy for her. She intended to hunt them down and transform them into rubies, just like the rest! Indeed, all the rubies in the cave were once folk, **CURSED** by Reeba.
- A small chest is at the foot of her luxurious bed, just as Gwendy said. Inside is *The Red Book of Burdens and How to turn them into Boons*, written by someone called the Red Witch from ages past. Among many hexes and **CURSES**, it contains an incantation that removes any curse when cast with a 9+ Mettle Check. The book has a ribbon in it, marking the chapter, *Other People's Happiness and How to Destroy It*.
    - The incantation requires the hair of a **FEARBOLG** and **MERGA TOAD SLIME**.
- Reeba is stubborn. Her unhappiness stems from a lifetime of thinking that the grass was always greener on the other side; this made her despise the smiles and laughter of happy folks, as she felt like they were mocking her. She couldn't believe that someone as homely as Gwendy could find love, so she punished her.
    - That being said, Reeba could possibly be convinced to release Gwendy and her other victims. One would likely have to appeal to her great vanity or loneliness.
- If Reeba is unconvinced, she tries to transform the PCs into rubies by cursing them with her special Ability—Rubification. Melee or ranged Attack:

RUBIFICATION	
1–2	Caster suffers 1d6 Dread.
3,4	Inflict 1d4 Dread.
5,8	Inflict 1d6 Dread.
9,11	Inflict 1d10 Dread.
12+	Target transmogrifies into a talking ruby.

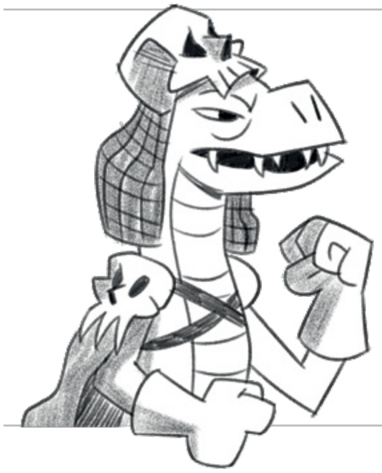
    - If anyone is Defeated by Rubification, they transform into a talking ruby.

Shadow Gap

Hex 26.28. This narrow fissure is hidden in a maze of rock in a gully below the Old Dwarf Road. The fissure is so deep that it leads to an uncharted place between the Shimmering Shar and the Abyss, a secret sarpathi stronghold. For generations, **SARPATHI REAVERS** have used the Shadow Gap as a means to infiltrate the Shimmering Shar and conduct their business. In recent days, a band of renegade cultists under the command of a blessed **SARPATHI HIEROPHANT** called Sey'arn utilize the gap to conduct raids on the Old Dwarf Road.

RUMORS

- A sarpathi hierophant is at odds with the Cult of Ehk.
- A strange obelisk crafted by the Sarpathi Empire lies in a dangerous place called Shadow Gap.
- Bandits aren't the only ones that haunt the Old Dwarf Road; the sarpathi reavers there take more than gold and silver.



SEY'ARN OF THE BLOODED TAIL

Once a high-ranking **SARPATHI HIEROPHANT** (L7-C) of the Cult of Ehk, Sey'arn is blessed with a serpent-headed tongue that whispers secrets and promises from the world beyond worlds, where almighty Ehk bides its time. But Sey'arn is feared by other Cult of Ehk members, for his blessed tongue speaks truths they dare not hear. He was ousted from his beloved cult, but he swears he will make his return, and the Arch-Hierophant will weep in exaltation at his coming.

- **Traits:** Angry, devout, keeper of mind-bending secrets.
- **Motivation:** Excommunicated from the cult, Sey'arn now gathers treasure in order to marshal a warband to win leadership of the cult.

LAIR LAYOUT

AREA 1: THE BLACK GULLY

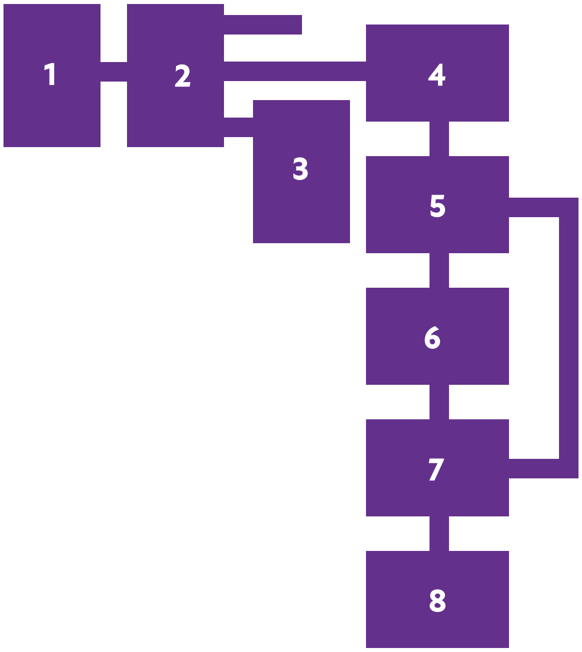
A deep, dark crack in the earth. The path is steep and slippery with gravel, and tall dark walls of rock rise on either side of the way down.

- Broken sarpathi arrows litter the ground.
- A wounded **QUOB** with an arrow in its rump whimpers. The critter is frightened and cornered, but not hostile.
- A discarded torch still looks to be usable.

AREA 2: THE TWIN GAPS

Two pitch black passages lead down, preceded by a flat area covered in dark gravel. A waterfall roars in the space between the passages.

- Passage 1: It takes a day's travel to reach a dead end where the skeleton of a **GIANT** lies crumbled on the far side of the chamber. The giant has a hole in its skull, where a horde of **REEGALDEEKS** (L4-G) lives.
- Passage 2: A **RANDOM MAZE** that ultimately leads to Area 3. The maze is filled with an impenetrable darkness that even torches barely light. Lore Check: This darkness is magical in nature, like a defense mechanism shrouding the passage.
- Passage 3 (Secret): A tight tunnel, concealed behind the waterfall, winds downward to a hole in the ground that peers into Area 4.



AREA 3: THE SERPENT STAIR

A long, coiled stone staircase is carved in the likeness of a great serpent's spine. Scales etched into the stone shimmer with veins of minerals.

- Knots of **SARVANGS** (L1-B) chitter in their sleep, resting in nooks along the cavernous walls. Their red scales twinkle in torchlight.

- Snake-headed stone gargoyles scowl silently with fangs that drip yellow goo. The goo pools and oozes in runnels along the stairs. Mettle Check if touched: On a 5-, the PC is **POISONED**.

AREA 4: THE ANCIENT SLITHER GATE

A large cavern with hilly rock formations. A tall obelisk marked with runes is at its center.

- A group of **SARPATHI REAVERS** (3xL7-G, 2xL5-B) activate the runes on the obelisk, opening a black portal. They enter the portal and disappear, headed to Area 5.
- If anyone approaches the obelisk, a **SARGOG** (L6-B) reveals itself from the shadows and defends it.
- The obelisk is an ancient sarpathi Slither Gate. Activating the runes with a Tinker or Lore Check causes a pulsing black portal to materialize that evokes a vision of two locations. Entering the portal warps reality and rockets the PCs through a tunnel of swirling dark and light to the location they choose:
    - Location 1: Would normally connect to the Slither Gate at Castle Exile (p108), but there is a magic ward currently preventing travel to and from Castle Exile, put into place by Sey'arn the Hierophant. So if the PCs choose this, they will be spit back out in Area 4.
    - Location 2: Area 5, The Tower of Fangs Level 1.

AREA 5: THE TOWER OF FANGS LEVEL 1

This tall, spindly, corkscrew tower is located in a little-explored corner of the Abyss (Hex 2.36). Great, gleaming volcanic eyes peer from stone sockets as the snake-shaped tower's top gazes down like a viper ready to strike.

- The entryway is a portcullis that, upon closer examination, is made up of living pythons.
- Barricades of spears are positioned around the base of the tower, which is well fortified for a battle.
- A secret door behind the barricades of spears leads to stairs that go to Area 7.
- A set of spiraling stairs lead up to.Area 6.

AREA 6: THE TOWER OF FANGS LEVEL 2

A colorful, comfortable chamber is filled with pillows, cushions, and long narrow couches. Hundreds of candles glow in the still air, their wax dripping slowly onto the floor.

- A sarpathi merchant in fine garb rests on a cushion, drinking from a silver cup. Their name is Shosh and look unimpressed with the PCs. Shosh is waiting to make purchases from Sey'arn and his reavers. Shosh has 10 pouches of Gold ⛁ in bags at his feet.
- Two **SARPATHI REAVERS** (L5-B) guard the entrance to Area 7 and ask for the PCs to explain themselves: who are they, and why are they here? If they don't like the answer, they attack.

AREA 7: THE TOWER OF FANGS LEVEL 3

A treasure room filled with stolen merchant goods.

- Should the PCs talk their way into this room, they will be accompanied by Shosh and the sarpathi guards. PCs suffer Disadvantage on attempts at stealing something here.
- The treasures include 1d12 Elemental Components, 1d12 Herb Components, 1d12 Beast Components, 1d12 *Magnificent* items, 1d12 *Mundane* Items, and an Old Hoard.
- There is a clever **NABBER RAT** (L1-G) hiding in the ceiling rafters that has gone unnoticed. Make a Perception Check to spot them.
- Stairs lead up to Area 8, Sey'arn's lair.

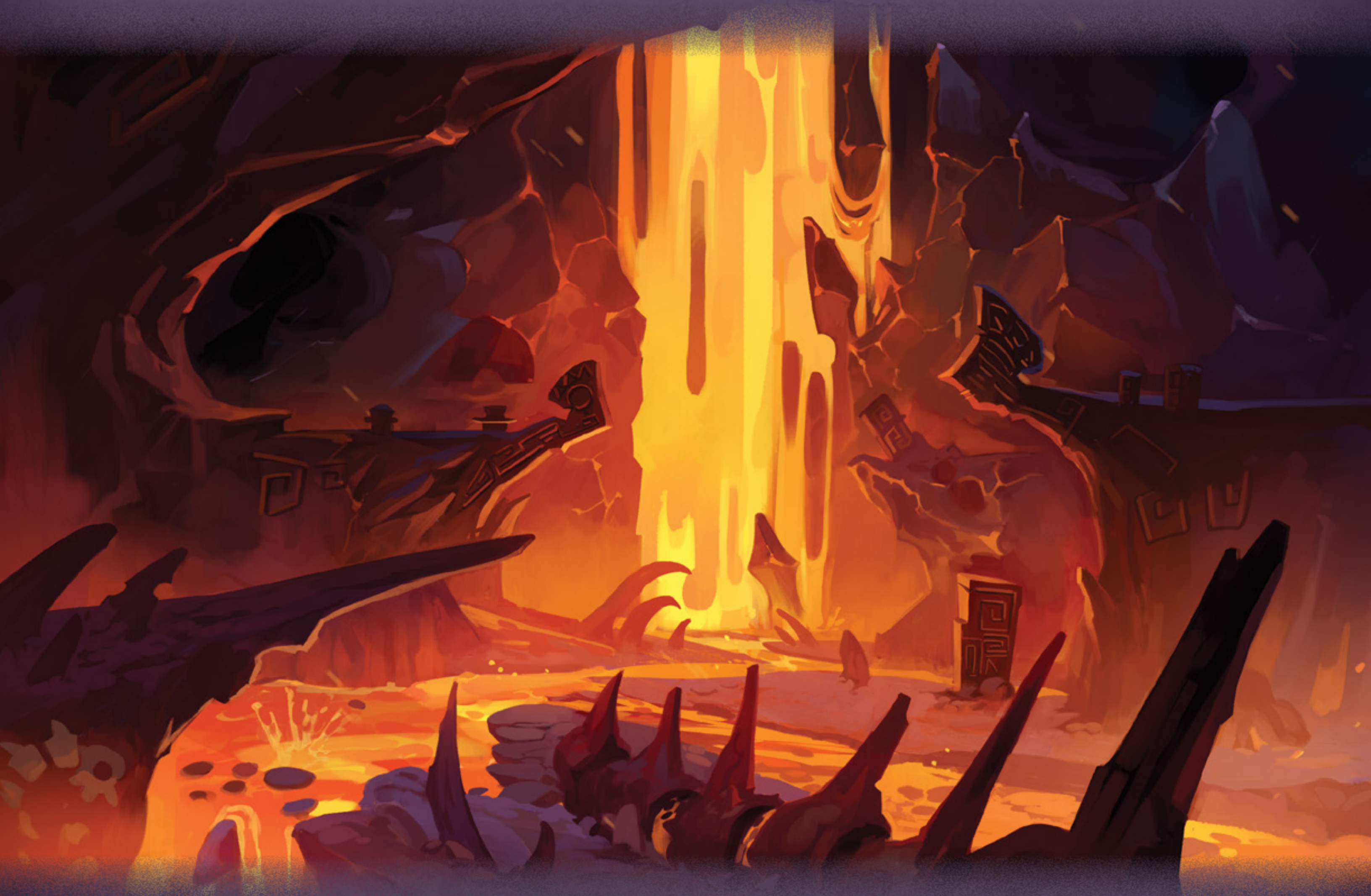
AREA 8: THE TOWER OF FANGS LEVEL 4

The highest floor of the tower, a brazier burns in the center of the oval room, its light casting tall, wriggling shadows on fresco-painted walls depicting sarpathi warlords, massive red pyramids, and seven great eyes peering down.

- **SINGE VIPERS** writhe languidly on the floor like a living carpet. Their bright eyes are wide, but they will only strike if PCs draw their weapons.
- There are two round windows open to the air. A fall would be perilous.
- Sey'arn the **SARPATHI HIEROPHANT** (L7-C) and his entourage of loyal **SARPATHI REAVERS** (6xL7-G, 3xL4-B)) are waiting for the PCs. If the PCs tried to use the Slither Gate, Sey'arn reveals he is responsible for blocking the way to Castle Exile.
    - Sey'arn says that he is indeed a brigand, stealing from traders on the Old Dwarf Road, but he does so for a good cause. He is waging war on the Cult of Ehk and needs resources. This is only partially true; he intends to oust his rivals, including Lord Zorath (p106), and rejoin the Cult of Ehk.
- Sey'arn reveals that his tongue is a whisperer of truths. A small snake, Sey'arn's tongue, slithers out of his mouth and tells the PCs each a truth about their Personal Quests (this could be a clue, a direction, or any kind of hook).
- Sey'arn's tongue speaks truths about Ehk as well. If convinced, the snake tongue will reveal the following cryptic message: "The Eyes of Ehk, long hidden in the Mucklands, may be the key to releasing the god Ehk from its dominion, but they may not be the only key…powers dwell in the deep of the Abyss that grant the wishes we never had." This is a reference to **THE NEVERWAS**.
- Sey'arn will only attack if attacked, instead offering the PCs a truce. Allow him to wage his war, and he will let them go unharmed. If they try to stop him, he will try to capture the PCs and banish them, sending them through the Slither Gate to Castle Exile (p108).

CHAPTER 4

THE ABYSS



In the deepest, darkest recess of the world lies a region of Eem that is shrouded in mystery, where few adventurers have ever ventured and returned. This perilous expanse is accessible only by descending down the Great Chasm, a miles-long canyon that is deadly unto itself. Completely without light, but for the bubbling glow of magma churning endlessly in the earth, surviving the Abyss requires more than strength and fortitude. It requires dedication, preparation, and knowledge.

To enter the Abyss is to welcome the isolation of loneliness. Scarce are the souls who dwell within the dark vastness of this cavernous underworld. Across the rivers and lakes of lava and the empty deserts of volcanic glass, the few denizens that make this region home can certainly be strange, if not hostile, to Overlanders. And the legends that persist of the monstrous giants that dwell within the abyssal wastelands barely do justice to the sublime terror felt when witnessing the gut-rumbling might of the mythic titans that stride across the fields of ash and lurching magma.

CENTRAL CONFLICTS

- Huge megafauna that dwell in the bowels of the earth are being disturbed by progressively more exploration in the region. They threaten to cause major damage, triggering earthquakes and even venturing outside of their natural habitats.
- A strange entity originating in the Abyss called the Neverwas is spreading through the Underlands and causing havoc.
- Dungeoneers are disappearing while searching for forgotten Abyssium Kingdoms built by a people who have been forgotten to time.

SETTLEMENTS

- Duskybottom (p266) - ***Hex 42.31***
- Skash'ax (p272) - ***Hex 28.32***

SITES

- Groog's Hatchery (p275) - ***Hex 21.30***

POINTS OF INTEREST

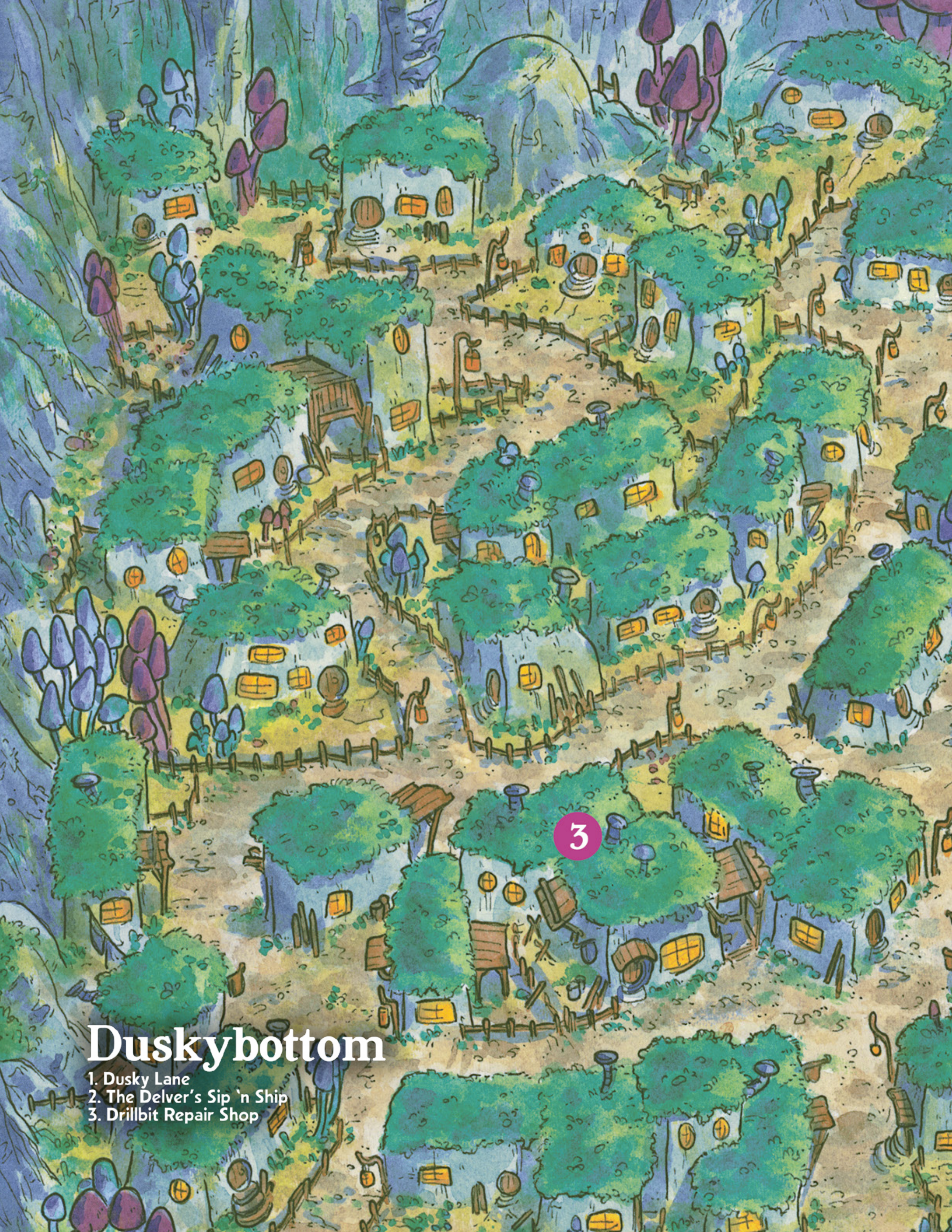
- The Abyssium Fortress (p277) - ***Hex 48.33***
- The Blinking Pool (p286) - ***Hex 50.30***
- Graveyard of Dragons (p292) - ***Hex 45.35***
- Idol of Zog (p294) - ***Hex 20.34***
- The Shadow of Lost Wishes (p299) - ***Hex 24.33***
- The Shovelwise House (p301) - ***Hex 46.29***

ZONES

- The Dwark (p303)
- The Great Chasm (p305)
- The Iron Table (p308)
- The Searing Mantle (p310)
- Skashic Valley (p312)
- The Underdeep (p314)
- Volcanika (p318)

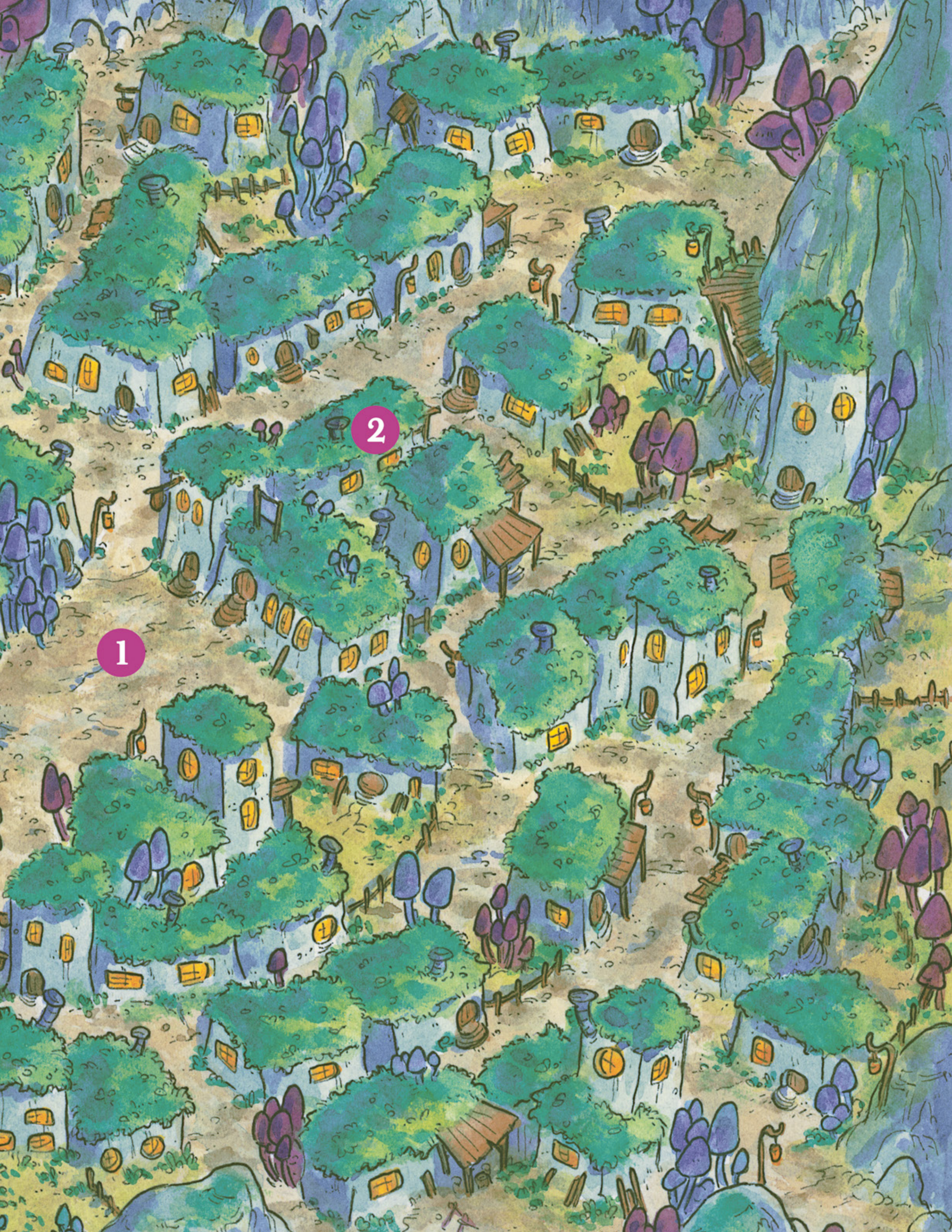
LAIRS

- Cruudnaz Cave (p320) - ***Hex 33.30***
- The Lair of Shadows (p321) - ***Hex 17.33***
- The Searing Shrine (p328) - ***Hex 36.34***



Duskybottom

1. Dusky Lane
2. The Delver's Sip 'n Ship
3. Drillbit Repair Shop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Settlements

Duskybottom

Hex 42.31. Despite its hostile, unforgiving surroundings, the village of Duskybottom persists as a cozy, little diamond in the rough. Known by a lucky few for its friendly population of moledwerp miners, merchants, and craftsmen, the town can be a great place to "tank up on grub and change your drawers," as the moledwerp saying goes. Mayor Deederdoo is a local legend, and other moledwerps travel far to visit the Delver's Sip 'n Ship, his combination Bed & Breakfast/Post-Office.

SIGHTS AND SOUNDS

1. A moledwerp farmer stands proudly next their prize-winning quob as a centiperson paints their portrait
2. Two moledwerps argue over who needs to fix the fence between their properties.
3. A group of moledwerp children gather around the PCs, pointing and laughing.
4. Drumbeats sound and cymbals clash as the mayor waves from a float shaped like a quob making its way in a parade down the street.
5. A glowworm named Rita shouts from the ground, asking for a lift to the cave carrot fields.
6. A flitterfolk haggles with a moledwerp merchant over the price of a coconut procured from the Overlands.

WHAT'S GOING ON

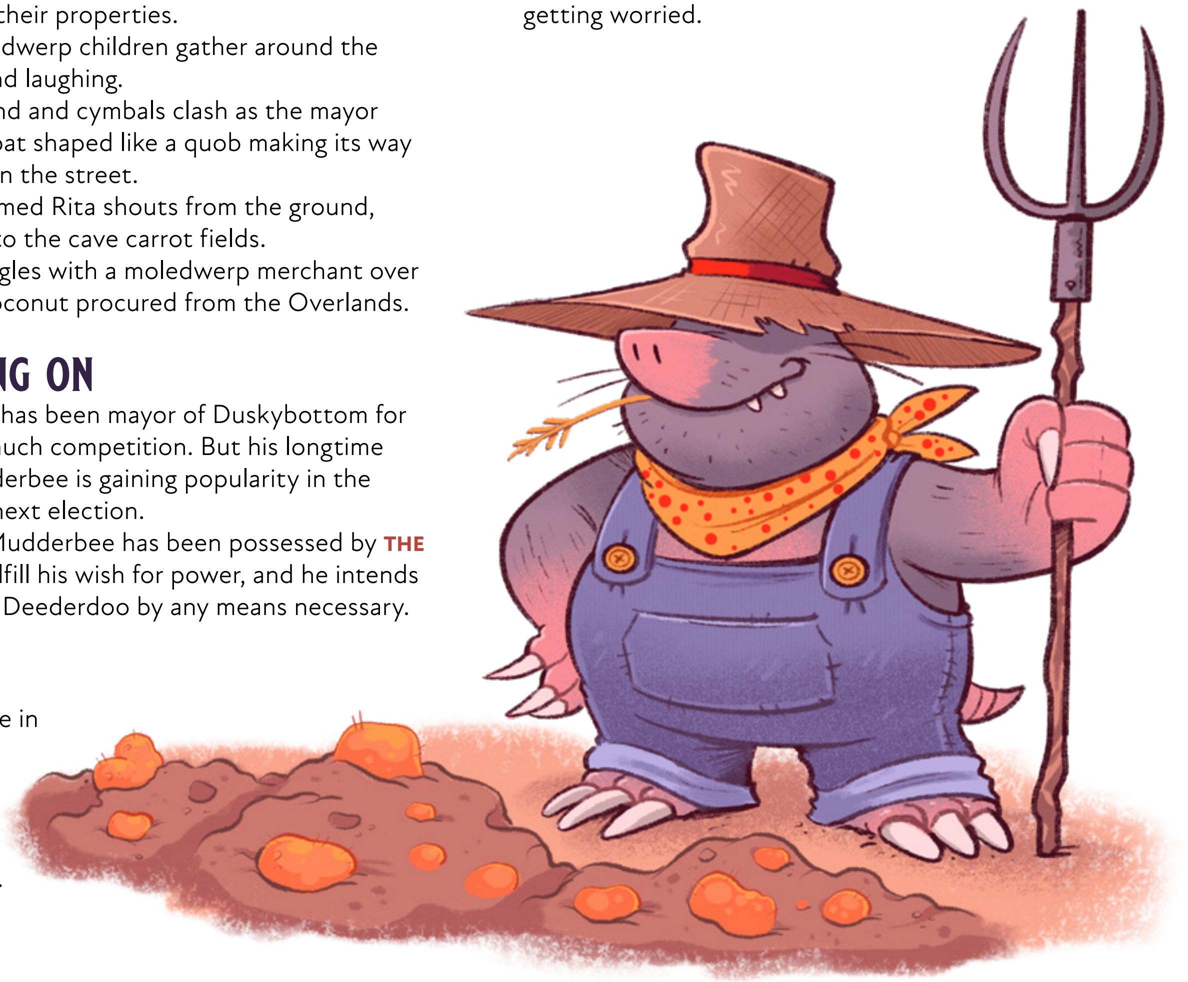
- Hal Deederdoo has been mayor of Duskybottom for years without much competition. But his longtime rival Ganz Mudderbee is gaining popularity in the lead-up to the next election.
- In truth, Ganz Mudderbee has been possessed by **THE NEVERWAS** to fulfill his wish for power, and he intends on taking down Deederdoo by any means necessary.

RUMORS

- The mayoral race in Duskybottom is heating up and the dark horse candidate is gaining steam.
- The greatest invention in the Underlands is located at the Drillbit Repair Shop in Duskybottom.
- A massive **DUSKNUGGET** claim has been discovered near Duskybottom.

OUTBOUND RUMORS

- Gloomy Gus, the Wizard of the Dwark, has perished, and strange things are creeping into his former home.
- Moledwerps are building a special passage from the big mushrum city in the Fungal Jungle all the way to the Shimmering Shar.
- The Tuddlemuns, an old couple from Duskybottom who are on vacation in the Shimmering Shar, haven't sent a postcard in weeks and folks are getting worried.

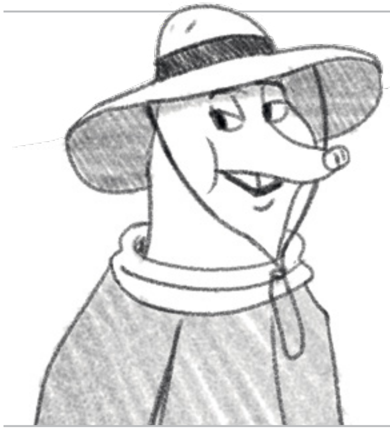


DUSKY LANE

The main drag in Duskybottom is a quaint, winding street of residential homes where friendly moledwerps tend to the gardens and chitchat with neighbors about the latest town happenings. Visitors from out of town, especially non-moledwerps, are approached with great enthusiasm and interest, as well as a million questions.

RUMORS

- Despite being utterly unlikeable, Ganz Mudderbee has gained a following for his bid for mayor.
- Franny Scoopfield has gone missing after traveling west, hunting for dusknuggets.



FRANNY SCOOPFIELD

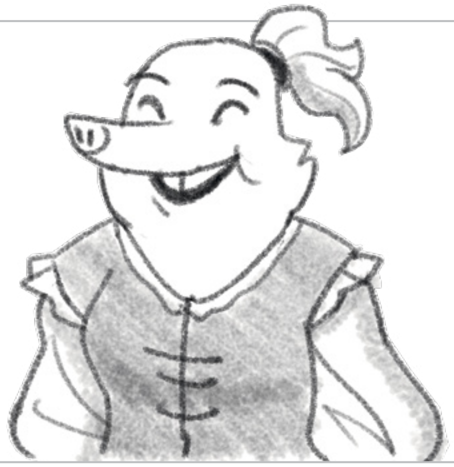
Along with her faithful pet **QUOB** Booregard, Franny operates a small dusknugget outfit responsible for sniffing out new claims and fungal veins. Franny is tall for a moledwerp, a trait she attributes to her pa, the venerable "Stretch" Scoopfield, who founded their family business back in the day.

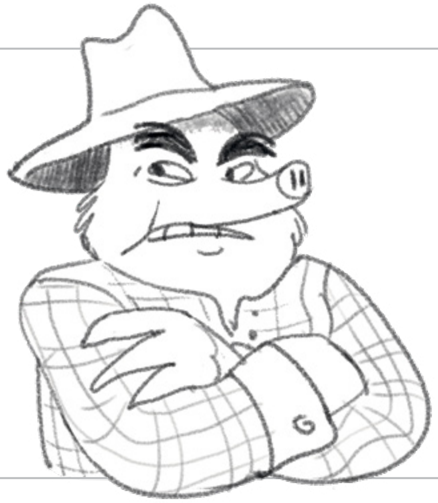
- **Traits:** Ambitious, presumptuous, snobbish.
- **Motivation:** Secure the biggest dusknugget claim she's ever seen.

SHEL YELLASNOOT

The cave carrot farmer Shel Yellasnoot is well known for her friendly demeanor and generous spirit. Not only does she donate bushels of cave carrots to those in need, but she also takes in stray critters, raising things like wounded **TUNNEL CATS** and injured **REEGALDEEKS**. She also happens to be the sister of Gemma Shovelwise (p301).

- **Traits:** Cheery, welcoming, would give her life for a stranger.
- **Motivation:** Help anyone in need in Duskybottom.





GANZ MUDDERBEE

As Mayor Deederdoo's chief rival, Ganz has not been terribly popular in a town full of mostly nice folks. But after a series of strange occurrences in Duskybottom, more citizens are falling in line with Mudderbee's conservative views. He thinks the city needs walls, outsiders shouldn't be allowed inside, and there shouldn't be any "handouts" to anyone—everyone must work to earn their keep.

- **Traits:** Mean, xenophobic, know-it-all.
- **Motivation:** Keep Duskybottom safe and free of bad apples.

QUESTS

A CLAIM TO CLAIM YOUR LIFE

Franny Scoopfield has gone missing on her latest trip. Shel Yellasnoot says that Franny, as she put it, was out to claim the biggest **DUSKNUGGET** mine ever in some place where there were bones, or some such. But she's been gone for a whole month, and that just can't be good. Would you go out and find poor Franny? Shel doesn't have much besides **CAVE CARROTS**, but you'll be welcome to a whole lot of them!

- Franny and her **QUOB** Booregard went searching near the Idol of Zog (p294) for a dusknugget claim that actually belongs to local **TROGGLES**. Obviously, the troggles took issue with someone sniffing around their dusknuggets. Franny has been captured.
- Booregard escaped the troggles. He encounters the PCs when they enter the Hex and tries to pantomime what happened.
- The Idol of Zog itself, a massive talking skull that the troggles look to for guidance, has told the troggles not to eat Franny. But it's making them angry.
    - Herman Zog, the shrym hiding inside the skull, is starting to get scared that his ruse will end if he keeps telling them to spare Franny's life (see quest **The Wrong Headspace**, p295).
- Franny is kept tied-up in the troggles' den, usually surrounded by 1d6 **TROGGLES** (L3-B). Despite her situation, she's her same old bossy self. If saved, she's less thankful than you'd expect.

MUDDERBEE FOR MAYOR

Somehow, Ganz Mudderbee is growing more popular in Duskybottom. A guy who used to by most is now viewed as a "straight shooter" who "tells it like it is." There's no question that Ganz Mudderbee, the curmudgeon, is much more charismatic than he used to be. Even Franny Scoopfield is supporting him in this year's mayoral race over Hal Deederdoo who has held office for twenty years. Shel Yellasnoot is concerned about the future of Duskybottom and wonders if you can drum up support for Deederdoo.

- **THE NEVERWAS** and its **NEVERWERE** minions have infiltrated the town and ensorcelled the mind of Ganz Mudderbee. Tapping into Mudderbee's long-held wish to become mayor, the Neverwas has made him meaner, crueler, and much more charismatic than ever before.
- Ironically, Mudderbee is running on a platform that promises to keep outsiders and "those shadowy strangers" out of Duskybottom, even though he's possessed by them himself!
- Hal Deederdoo doesn't have a corrupt bone in his body and won't condone underhanded tactics to win the upcoming election.
- If Mudderbee catches wind of the PCs snooping around or meddling, he'll try to deal with them (see quest **Mail Fraud**, p270). If that doesn't work, he accuses the PCs of being evil rabble rousers who want to corrode the values and traditions of Duskybottom. Oh, and they just happen to be close friends with Mayor Deederdoo!
- As a last resort, the **NEVERWERES** (12xL7-G) attack the PCs when they're not around residents of Duskybottom.

THE CAT AND THE CRADLE

Shel Yellasnoot is always first in line to help someone out, so when she got word of a litter of **TUNNEL CAT** kittens trapped in a cave, she sprang into action. A moledwerp dungeoneer named Miggs Trenchfinger rolled in yesterday asking for help. His trained tunnel cat, Mewra, had kittens, but a cave-in trapped them.

- Miggs Trenchfinger is worried, but not about Mewra. Miggs treats Mewra terribly and pushed her to work even though the cat was pregnant, exploiting her natural poison immunity to scout a deadly cavern leading to a gem deposit. All he wants is the gem deposit, which is worth a fortune, and he couldn't care less about the cats. But he doesn't want anyone else to know about the treasure.
    - Miggs uses a satchel filled with stalagmoss to wrangle Mewra to do his bidding, but the tunnel cat despises him.
- Mewra, along with three kittens, are trapped 2 Hexes away in a cavern, blocked off by boulders. The cavern is full of poison gas harmful to people but not the cats. But Mewra and her litter are also surrounded by **BLINKING CAVE-INCHERS** and a vicious **GLITTERFANG** (L4-B).
- If Mewra and her kittens are rescued from Miggs and the glitterfang, they will lead their rescuers straight to a gem deposit worth 5 pouches of Silver ⛁.

THE DELVER'S SIP 'N SHIP

Duskybottom's most famous lodging is operated by the honorable Mayor Hal Deederdoo. This fine establishment is known not only for its tasty delectables but also for its well-run postal office.

LODGING

- Comfy Room: Heal 2d6 Courage after a night of rest. Copper ⛁.
- Comfy Suite: Heal 3d6 Courage after a night of rest. Silver ⛁.

FOOD AND DRINK MENU

Costs Copper ⛁.

- Bur-battered Dusknuggets: A signature dish of whole **DUSKNUGGETS** served fried with a spongy texture of fungal bur batter. Gain +2 Temporary Courage.
- Dusky Silverholler Stew: A hearty stew of **DUSKNUGGETS** and silverholler herbs in a thick orange broth. Heal 4 Courage.
- Rooter Tooter Pansteaks: Razor-thin rootersnoop meat, seared in chunky **DUSKNUGGET** gravy. Cure **POISON** and heal 1d4 Courage.
- Dusknugget Glog: A local favorite, this mushroomy ale is known to brighten one's spirits as well as their eyesight. Gain Undersight for the remainder of the session.

POSTAL SERVICES

The mail is delivered by industrious moledwerps who use high-tech personal drills to speed through the Underlands.

- Underlands Message: Send a message to any settlement in the Underlands within 3 days. Copper ⛁.
- Land of Eem Message: Send a message to anywhere in the Mucklands, Grimdingle, Shrym, or Skybright Valley within 14 days. Silver ⛁.
- Armed Courier (Secret Offering): Send a message that can't be intercepted to anywhere in the Underlands, Mucklands, Grimdingle, Shrym, or Skybright Valley within 14 days. Gold ⛁.
- Moledwerp Guide (Secret Offering): Hire a moledwerp guide to ascend the Great Chasm using secret moledwerp tunnels and shafts. Ancient ⛁.

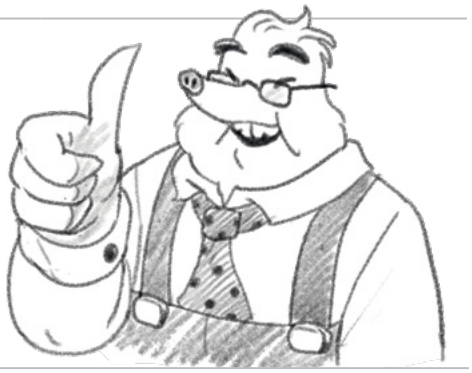
RUMORS

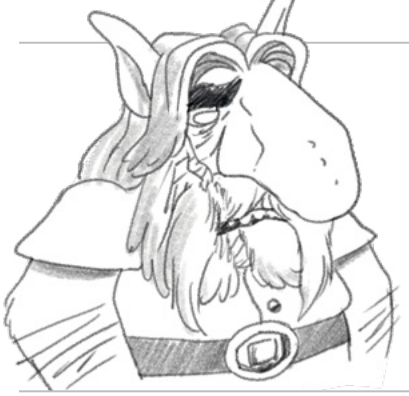
- The mayor of Duskybottom is going on a trip but doesn't trust anyone to fill in while he's gone.
- Folks have been acting uncharacteristically unfriendly in Duskybottom lately.
- The sad looking dweorg who drinks at the Delver's Sip 'n Ship lost his sister in the Iron Table.

MAYOR HAL DEEDERDOO

The elected mayor of Duskybottom is also the proprietor of The Delver's Sip 'n Ship, Chief of the Fire Brigade, and Postmaster General. Good old Hal Deederdoo is just about everyone's go-to guy in a town made up of friendly folks.

- **Traits:** A real mensch, goes above and beyond, talks with a whistle in his teeth.
- **Motivation:** Be a model citizen and help whomever he can.





GURHOLLER DUNDERBITE

A wrinkled, hard-faced dweorg with a scar that runs through his beard like a canyon. Gurholler is a dweorg trailblazer who lost his way a long time ago. After losing his sister on an exploratory mission in the Iron Table, he settled in for a drink at Delver's and never left Duskybottom. Now, he's a mainstay, always cracking wise in between moments of quiet sorrow.

- **Traits:** Sarcastic, guarded, secretly hopeful.
- **Motivation:** Find a new purpose in life after losing his sister in the Iron Table.

QUESTS

MAYOR FOR THE DAY

Mayor Dederdoo has a family reunion to attend and needs someone to take over the mayoral responsibilities of Duskybottom for a week. He can't trust just anybody, though. So you'll do. Why? Because you've got no skin in the game and won't try to seize power or change things from right under Deederdoo's nose, that's why! So just keep your cool, and don't set things on fire, and you'll be just fine.

- The PCs soon learn that being mayor is a busy job. There are tons of fires to put out, even a literal one.
  - Franny Scoopfield has a **TUNNEL CAT** (4xL5-G, 1xL5-B) problem that must be solved immediately! She absolutely hates cats, let alone tunnel cats, and now they're nesting in her best dusknugget claim. You have to do something about it!
  - A couple of citizens are fighting over a land dispute. The two of them are hunkered down on either side of the property line exchanging blunderbuss fire at each other.
  - Folks have witnessed weird shadowy creatures gathering around Duskybottom. Someone should go investigate!
    - Unbeknownst to anyone, these are **NEVERWERES** (L5-G), minions of the Neverwas. They are actually infiltrating the town, looking for people to corrupt.
  - A four-alarm fire breaks out in Duskybottom, and it's up to the PCs to put it out. Any Failures and Twists mean the fire spreads.
- Mayor Deederdoo's would-be rival, Ganz Mudderbee, sees this as the perfect opportunity to oust Deederdoo. He accuses the mayor of negligence and calls it illegal for the PCs to preside over the city in his absence. The case goes quickly to trial, and the PCs must investigate archaic moledwerp law to defend themselves and the mayor.

MAIL FRAUD

All of the mail carriers are out and about, but for some reason the citizens of Duskybottom are sending more letters than ever before, and they're all paid up for expedited shipping. Would you do the mayor a favor and deliver these letters to Bartleby's Barter Post in the Under Mucklands? Payment is a pouch of Gold 🪙.

- Close examination of the bushel of letters is that the handwriting, while not the same for every letter, is all very similar.
  - The envelopes were actually written and paid for by Ganz Mudderbee. The actual contents of the envelopes are empty pieces of paper. This would be difficult to trace.
- Ganz Mudderbee's plan is to get the PCs out of town, because they've been a thorn in his side. He's actually hired some dweorg **MERCENARIES** (4xL2-B) to rough them up, if not kill them, on their way to the Barter Post.
- With them out of the way, Ganz will have an easier time ousting Mayor Deederdoo.
- If the PCs actually trace the letters back to Ganz, he denies responsibility for as long as possible. If cornered, he panics and does something drastic, like holding Mayor Deederdoo hostage.

THE DUNDERBITE SIBLINGS

Back when Gurholler Dunderbite was a respected trailblazer, the Big Three were seeking experts to scout the safest routes through treacherous territory. Gurholler and Nundy Dunderbite were the perfect pair to find a safe passage through the Iron Table. But there was a disaster. Nundy got lost, and Gurholler spent months searching for her but assumed the worst. But now, there might be a glimmer of hope. According to a rumor from some Unassailable Co. agents, **LORGADS** have been taking captives throughout the Iron Table. Gurholler asks if you'd be willing to help find his sister.

- Nundy was indeed taken captive by a roving band of lorgads. However, she chose to stay with them, adopting their way of life in the Iron Table instead of serving the dungeoneering tycoons.
- If found, Nundy wants to stay with the lorgads. She wants to be united with her brother, who she believed was dead, and hopes he will stay with her. The lorgads are skeptical of any interlopers, however, and will try to take the PCs captive if they are not successful negotiators.
- Meanwhile, Gurholler has been recruited by Unassailable Co. with a lucrative offer to help their efforts in the Iron Table. When the PCs catch up with him, he's devastated to learn that Nundy never came for him and left him worrying. If the situation isn't handled carefully, there could be a big rift between the siblings.

DRILLBIT REPAIR SHOP

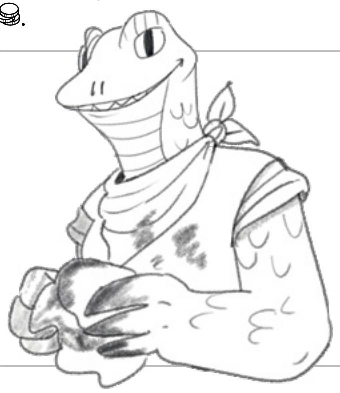
GOODS AND SERVICES

- Item Repair. Copper ⛁.
- Vehicle Repair. Silver ⛁.
- Materials x10. Copper ⛁.
- Personal Sputter-Drill: A large, handheld power drill to speed up digging and tunneling. 6 Slots. Gold ⛁ x2.
- Drillbit Sputter-Drill Tank: A custom 6-person vehicle with a huge drill that can tunnel through the earth. Travel 4 Hexes per day in the Underlands, but there's a 3-in-6 chance that the vehicle breaks down at the end of the day. Ancient ⛁ x2.
- Repair Bot: A little, beepy sputter-bot programmed to assist in repairs. Grants Advantage on Tinker Checks to repair. Requires sputter-fuel. Ancient ⛁.
- Premium Sputter Fuel: 1d100 Usage Die. Silver ⛁.
- Drillbit Brand 9000 Mechanic's Tools: Grants +1 Tinker for building/repairing devices and machines. Gold ⛁.
- Drillbit Brand 9000 Carpenter's Tools: Grants +1 Tinker for carpentry. Gold ⛁.
- Hot Air Balloon Charter: Ascend the Great Chasm with a guide. Travel 2 Hexes per Travel Turn by air. Guide will wait at the top for a week to descend back down. Ancient ⛁.

BABBY "DRILLBIT" SCALER

The dratch machinist made a name for herself in Duskybottom as a person who could fix anything. Most of her customers are moledwerp **DUSKNUGGET** miners and dweorg gem sleuths. When she's not managing her store, Drillbit can be found hanging around her favorite watering hole, The Delver's Sip 'n Ship.

- **Traits:** Tinker, inquisitive, superstitious.
- **Motivation:** Protect the intellectual property of her invention, a super-reactive material called wubber.



QUESTS

WUBBER

Drillbit Scaler has invented an intelligent adhesive that she's dubbed "wubber," and now goons from Unassailable Co. are after it. Help Drillbit get rid of the goons, and she'll give you a percentage point of the "wubber" product patent when it really takes off.

- Drillbit didn't invent anything. She just discovered a newborn litter of red gelatinous goo puppies that are trying to be helpful.
- The Unassailable Co. **RIVAL DUNGEONEERS** (6xL4-G, 2xL5-B) come to the shop with bad intentions. If they see the "wubber," they realize that it's just a bunch of gelatinous goos, but they decide to capture the goos anyway to put to work at the Iron Table (p308).
- As an actual reward for helping thwart Unassailable Co., Drillbit offers each PC Gold ⛁ in store credit.

THE DUSKNUGGET CAPER

A sudden increase in dusknugget theft has the customers of Drillbit Repair Shop worried for their claims, and Drillbit Scaler isn't one to watch her business patrons struggle. In an effort to help, Scaler offered her storeroom as a place for miners to safely stash their hauls. But disaster struck, and the dusknuggets in the storeroom were pilfered! Now, Ganz Mudderbee and a few other folks are accusing Scaler of thieving! Needless to say, the dratch is eager to catch whoever stole all those dusknuggets.

- The PCs can search for clues in the storeroom: a tattered yellow farmer's hat and a rotten tooth. -2 Wilderness Check: the tooth belongs to a **TOMMYKNACKER**. As for the hat, Scaler recalls seeing one of the moledwerp miners wearing it.
- Three miners had their dusknuggets stolen from the storeroom: Mac, Darlee, and Toober who are at the Delver's Sip and Ship, drowning their sorrows. If shown the yellow hat, they remember an odd-looking moledwerp wearing it, name of Bilch, but that's all.
- Ganz Mudderbee and his ilk believe this is all orchestrated by Scaler. They protest outside of her shop, demanding she leave Duskybottom in disgrace.
- The thief is a **TOMMYKNACKER** (L4-B) called Stinky Bilch who has been disguising herself as a moledwerp to steal dusknuggets. When opportunity knocked, she stole from the storeroom to put blame on Scaler. The nuggets are stashed in Stinky Bilch's cave, located a Hex away.
- Stinky Bilch is furious with the miners because they didn't introduce themselves when they started staking claims in her domain. Rude! She's a lonely gal and hoped to make friends. So now they must pay!
- If Stinky Bilch is appeased by being introduced to everyone properly, she'll hand over the dusknuggets and apologize.

Skash'ax

Hex 28.32. Known by the denizens of the Abyss as the Invisible Tower, Skash'ax is hidden beneath a veil of volcanic ash and an ancient enchantment. The town, which is a tower built entirely of abyssium, houses just a small number of residents, and is considered by skash to be a frontier outpost for launching expeditions of explorers who wish to learn about the world above the Abyss. Deep dwellers and travelers who find Skash'ax are often amazed by the skash and their ability to hide in plain sight, blending into their surroundings and venturing mostly unnoticed.

SIGHTS AND SOUNDS

1. A dozen skash hunters harvest the glowing green marrow from the femur of some titanic abyssal beast.
2. A moledwerp miner haggles with a skash for a shovel made of crystal.
3. Two skash children chase a reegaldeek with a net.
4. An ancient skash tells a compelling story to a captive crowd in a language you've never heard.
5. A centiperson at a food stall sips tea while people-watching.
6. A skash cooks over a geothermal well with a gigantic frying pan filled with jumping shrimplike crustaceans.

SKASHIC EXPEDITIONS

A Frontier Shop that sells *Mundane* tools, weapons, armor, and containers that cost Copper and SIlver ⛁, as well as special skashic items.

- Skashic Lava Suit: Grants immunity to environmental lava, fire, and heat. Gain +3 Block against attacks of that nature. When Defeated the suit is destroyed. Gold ⛁ for skash, but Ancient ⛁ if tailored for outsiders.
- Abyssium Trident: [reach] [hefty]. Gold ⛁.
- Skashic Chariot: Powered by lava poured directly into a side chamber, the chariot carries up to six standing people. The chariot is pearlescent with gold trim and is highly conspicuous. But it's fast. Travel an extra Hex per day in the Underlands. On Overlands roads, travel 3 Hexes every Travel Turn. The lava depletes after 4 sessions of use. Ancient ⛁ x2.

TAZMIN'S TALISMANS

Tazmin, a skash mystic with jangling necklaces and rings, sells items of protection on a simple street rug.

- Greyglitter Shirt: Light Armor. +3 Block when the wearer has 3- Courage. Gold ⛁ x2.
- Death Coins: A pouch of blessed gold coins to bribe Kra at death's doorstep. Grants +1 Defy Death to a Close ally. Using these as currency inflicts a random **CURSE**. 1d6 Usage Die. Gold ⛁.
- Pearlescent Pendant: 2-in-12 chance of redirecting a magic spell back at the caster. If it works, the pendant is destroyed. Gold ⛁.
- Skashic Crystal Bottle: Holds and traps any liquid, goo, gas, or mist. Silver ⛁.
- Abyssium Bands: Two traditional skashic wedding rings. If the wearers are Nearby each other, they can't be **FRIGHTENED**. Ancient ⛁.

THE LAZY LAVAGOG

The only place in town that sells food. Costs Copper ⛁.

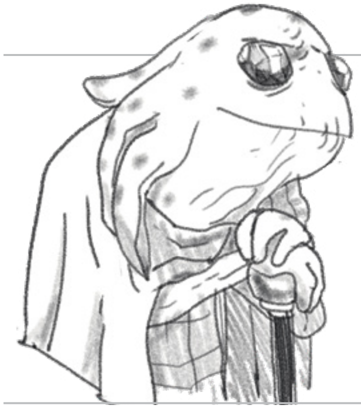
- Bag o' Bugs: Just a wet bag o' bugs dusted with Underdeep salt—a good source of protein. Quality Rations.
- Lava Juice: Spicy hot, salty red drink made from lavagog extract. Heal 2 Courage.
- Salamander's Dream: Boiled stalag mite meat drizzled with a brine bat reduction, nestled next to two poached **CAVE CARROTS**. Reroll a Skill Check during the session.

RUMORS

- Skash cities are usually impossible for outsiders to visit, but an outpost exists called Skash'ax.
- The skash are said to keep secrets about powerful magic.
- Some skash are poised to repair diplomatic relations with the goblins.

OUTBOUND RUMORS

- If you leave an offering at the Searing Shrine, good fortune will come your way.
- There is a place of evil in the Abyss, obfuscated by a strange, dark fog.
- The great dwelf who lived in the Dwark has perished, and evil things have invaded his fortress.
- Steer clear of the Graveyard of Dragons—the place is cursed!



JAX THE WEAVER

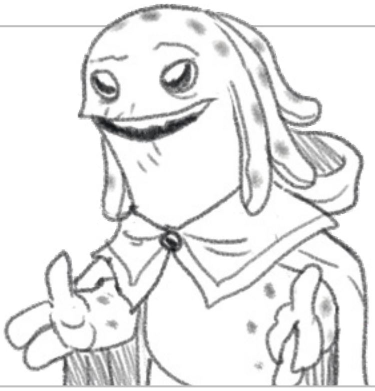
An ancient sage and weaver of *Magic* cloaks, Jax is the de facto leader of Skash'ax. She was gifted at birth with gemmed eyes, one sapphire and one emerald, and she is an interpreter of dreams and visions. Other skash travel from far away to tell Jax their dreams and seek her wisdom. She is also said to have visions of her own that foretell both great and terrible things.

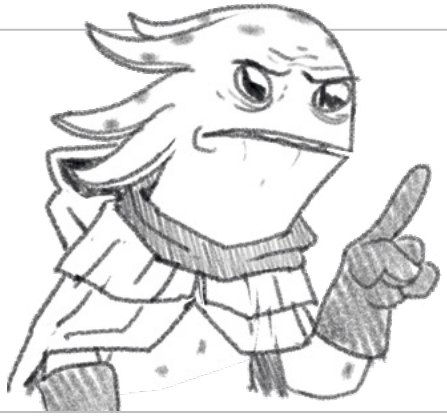
- **Traits:** Measured speech, wide eyes, knows all PC backstories and relationships.
- **Motivation:** Act as a guiding oracle to the skash.

YAX OF THE WANDERER WAYS

The worldwise explorer, Yax is frequently found telling stories of his travels throughout the Underlands to children eager to learn of his adventures. Yax has claimed to have even visited the great goblin city, where he lived undetected for several weeks, studying their culture.

- **Traits:** Worldly, welcoming, loves sweets.
- **Motivation:** Continue to explore the world above, and, specifically, return to New Delve City to establish diplomatic ties with their monarch in order to share knowledge.





DAX OF THE HIDDEN WAYS

A traditionalist amongst the skash who believes their civilization should remain hidden and secret from the other Underland dwellers who live above. Dax is always shaking his head and grumbling, feeling like the old ways are dying and skash culture is slipping away.

- **Traits:** Traditional, xenophobic, reviles revealing skashic secrets.
- **Motivation:** Convince the skashic people to close Skash'ax to visitors and cease their explorations into the world above.

QUESTS

GIANTS OF THE DEEP

While Dax of the Hidden Ways isn't fond of outsiders, he needs help all the same. Earthquakes and tremors in the Abyss have spiked. The skash know that these are often caused when the giants that dwell in the Abyss—**GARGANTUAS** and **SKASHIC TITANS**—wake suddenly and rage, destroying their surroundings and sending shockwaves throughout the Underlands. Dax believes that all the outsiders traveling into the deep recently have accidentally woken one of the gargantua. He asks that you find the creature and put it back to sleep by having it consume six big barrels of a special potion, an ink-like fluid that smells like cheese. If the PCs complete this task, Dax will pay them Gold ⛁. His view of outsiders will also improve, and he will be far more accepting of them in Skash'ax.

- Traveling through the Underlands with the wagon full of barrels inflicts Disadvantage on Travel Checks.
- One **GARGANTUA** (L6-C) in particular, located in Hex 31.34 in Skashic Valley (p312), is causing many disturbances. PCs will need to get the gargantua to imbibe at least three of the six barrels.
- The gargantua, though not violent, is cranky due to being woken up before completing its traditional thousand-year sleep. The culprits responsible are actually a group of **RIVAL DUNGEONEERS** (3xL4-G, 3xL5-B) who accidentally unearthed the beast while studying an ancient statue that turned out to be one of the gargantua's horns carved into the likeness of a skash. The creature is called Bamar'adan and was once the noble mount of Vax the Rider, a skash queen from the Age of Dragons, who drove the dragons out of the Abyss to save her people from oppression.
- The dungeoneers, completely surprised, are hiding in caves, afraid of the raging beast.

HOMELANDS ARE WHERE THE HEART IS

Yax of the Wanderer Ways is beloved by many, but there are still some who are not so sure the skash should reveal themselves to the Overlanders. To help convince these skeptics, Yax is looking for travelers to share stories from their homelands, hoping it will encourage and excite the folk of Skash'ax. Put on a rousing performance as storytellers, and Yax will pay a pouch of Gold ⛃.

- The performance must include a story from each PC.
- The skash children are easy to impress, but older folks such as Dax of the Hidden Ways must be won over with fables that relay good values.
- Anything less than an impressive performance leaves Dax cold, and even more adamant in his xenophobic stance.

THE LOST WANDERER

A tragedy has befallen the people of Skash'ax. The great Yax of the Wanderer Ways has gone missing after embarking on an expedition to New Delve City. And though this is a risk that all skash adventurers take, Jax the Weaver claims to have had a vision that tells a very different story. Jax believes Yax was kidnapped and taken to the Dwark (p303). She pleads for outsiders to find him before the skashic people are driven into hiding or, perhaps, to war! In exchange, she will trade the secret recipe for Skashic Cloaks, which are said to grant their wearers a kind of invisibility.

- Yax was kidnapped by the followers of Dax of the Hidden Ways. Dax despises the idea of skash integrating with Overlanders, and he decided to take things into his own hands by ordering his followers to capture Yax, whom he considers an instigator and traitor.
- A successful Exploration Check in the Dwark reveals a tattered *Skashic Cloak* that no longer retains its properties lying next to a large **MORGLOG** club. Not far away is a rudimentary map of the Dwark.
    - The *Skashic Cloak* belongs to Yax.
    - The map of the Dwark was accidentally left behind by Dax's followers, and marks the Boneyards of Mog, a morglog den that the skash intended to avoid.
    - The morglog club was planted by the followers of Dax to throw off the trail of anyone who came looking for Yax.
- The Boneyards of Mog is in the middle of the Dwark. The **MORGLOGS** (8xL2-B) roam the area and try to capture anyone that disturbs them. The ruler of the **MORGLOGS** (L5-C) will also identify the club as a priceless heirloom and assume the PCs stole it. They have no idea who Yax and the skash are but want to destroy them now that they've heard of them.
- A group of Dax's followers (**SKASH** 4xL6-G, 2xL6-B) are camped near a deep hole at the east end of the Dwark. They chuckle as they toss scraps of meat into the hole where they've hidden Yax.
- Dax is offered a choice if the leadership of Skash'ax learns of his crime: exile to Volcanika, where he must live for the rest of his days, never to return to the Skashlands; or travel with the Wanderers to the Overlands, where his crime will be forgiven. Jax the Weaver proclaims in her wisdom that if Dax experiences the Overlands and its people, his anger and fear will vanish.
- When all is said and done, Jax gives the Skashic Cloak recipe to the PCs.
    - *Skashic Cloak*: 5 Materials + Gargantua Eyelash. Effect: +1 Sneak. Once every session, the wearer may appear as if they are a rock.

THE SKASH EMISSARIES

The conflict between the skash and the goblins is over a century old now, but tensions are as strong as ever, especially among the skash themselves due to differences of opinion on foreign relations. Yax is determined to journey to New Delve City as a skash emissary to smooth over relations once and for all. But he would greatly value a delegation of non-skash to accompany him.

- When the group first arrives in New Delve City, many onlookers, especially the older folk, are frightened, and OCG **GUARDS** (4xL3-B) need to be persuaded to stop them from attacking the group of skash on sight.
- The OCG will treat the skash like invaders and keep them imprisoned unless the PCs negotiate a meeting with the authorities, such as the Gargoon Family.
- The Gargoons are also skeptical. Everything they are taught in school tells them that the skash evil, bloodthirsty monsters.
- But Yax is determined to forge a bond with the goblins. He remarks how he is incredibly impressed by the grandeur of the city. And there is much that the skash and the goblins can learn from each other.
- The PCs should be looked at as mediators, expected to further explain the position of both sides.
- If Yax is successful in establishing diplomatic relations with the goblins, he is welcomed as a hero when he returns to Skash'ax, and others are convinced to make peaceful contact with New Delve City.

Sites

Groog's Hatchery

Hex 21.30. Off the beaten path, in a cliffside cave accessible via a makeshift pulley system in the Great Chasm, Groog's Hatchery is only known to a few. The hatchery contains a complex series of cages and holding pens built from sturdy toadstool timber and cheap pig iron. The network of pens is built directly into grottos and cave pockets that have eroded into round chambers over time. Groog's Hatchery is primarily dedicated to raising and training **NETHER BHARGS** as steeds, but Groog the Nether-Tamer also dabbles in raising other critters.

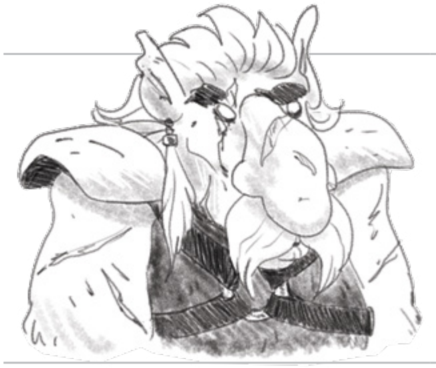
FOR SALE

When it comes to selling his nether bhargs, Groog is selective about his customers and often forces them to prove their quality by completing some task.

- **NETHER BHARG**. A flying mount with +6 Inventory that can comfortably carry 2 riders. The critter is very ornery. Wilderness Checks suffer Disadvantage to control it. Whenever it is left alone, there's a 1-in-6 chance it abandons the owner. Ancient 🪙 x2.
- **CRAG LIZARD**. A trained juvenile crag lizard that protects its owner. It can sense an ambush within Nearby range. Once every Combat, the lizard can Attack a target or Block 1d10 Dread against its owner. Ancient 🪙.
- **SARVANG** Egg. Highly dangerous critters, sarvangs do not make good pets beyond the infant stage. It hatches in two weeks and bonds with its owner for 6 months before it leaves. During that time, the sarvang will attack anything its owner commands. Twice every Combat, inflict 1d6 Dread. Ancient 🪙.
- **CACKLETRICE** Egg. It hatches in 1d6 days and grows to the size of a person in the first few weeks. At first it is a funny, silly companion. Once every session, it can distract an NPC with a joke. After one year, when its humor matures and becomes more sadistic, the cackletrice will leave its owner. Ancient 🪙 x2. Net Gun: On a 9+ Hit, the target is entangled. 3 Slots. Gold 🪙.
- Net Ammo: 1d6 Usage Die. 3 Slots. Copper 🪙.
- Huge Trap: Tinker Check to set the trap out of Conflict. On a Success, if a Huge target is lured to the trap, it gets entangled. 6 Slots. Gold 🪙.
- Large Trap: Tinker Check to set the trap out of Conflict. On a Success, if a Large target is lured to the trap, it gets entangled. 3 Slots. Silver 🪙.
- Iron Cage: A crude cage that can hold something Large. Bulky item. Gold 🪙.
- Critter Bait: 1d10 Usage Die. Attracts a critter to the area. Silver 🪙.
- Creeper Bait: 1d10 Usage Die. Attracts a creeper to the area. Silver 🪙.
- Scrambled Eggs Groog's Way: Gooey cackletrice and crag lizard eggs scrambled with spicy sarvang sauce. Quality Rations. Silver 🪙.

RUMORS

- You can purchase a nether bharg at Groog's Hatchery, which is the fastest and easiest way to travel the Great Chasm.
- Groog's Hatchery is overrated and his nether bhargs are poorly tamed!



GROOG THE NETHER-TAMER

A living lump of scar tissue, Groog the **DWEORG** is a veteran nether bharg trainer. Outside of the most hardcore beast wranglers of the Underlands, Groog's Hatchery is largely unknown. It is only frequented by the toughest denizens of Eem looking for the toughest mounts they can find.

- **Traits:** Tough as nails, protective, hates sissies.
- **Motivation:** Care for his beasts and only sell them to worthy masters.

QUESTS

BAD REVIEWS ALL AROUND

Groog the Nether-Tamer has just gotten a complaint that his latest **NETHER BHARG** sale was a dud. This is unacceptable, and Groog has no pity for anyone who slanders his good name and craft, even a mighty Felmog noble. The surly, hard-nosed dweorg will pay a hefty sum of 3 pouches of Gold 🪙 to track down the Felmog Outrider named Rashada and force her to retract her poor review.

- Groog recalls that Rashada had purchased the nether bharg to travel to a remote location just north of the Mushroom Maze (p161).
- Rashada the **FELMOG KNIGHT** (L6-C) is located just north of the Mushroom Maze, where she was injured when she was thrown off the back of her **NETHER BHARG** (L6-B), a beast named Claw. She complains that Claw did not follow her commands and wrestled with her, ultimately bucking her off and injuring her. Claw was last seen flying away, and Rashada suggests it was returning to its home to exact revenge against Groog, whom she claims mishandles the older nether bhargs.
- Rashada is on a quest to find a powerful witch within the Fungal Jungle, who is rumored to grant **BOONS** for a price (Boon Witch Grotto p171). Ultimately, she is seeking revenge against a **SORCERER** named Roke (p52) who betrayed her.
- If the PCs return to Groog's Hatchery, the place is in shambles, and Groog is hiding in an iron cage with Claw outside, screeching at him. Groog admits that he took Claw's eggs to hatch and train, and that he sold her so that she wouldn't be a problem. Unfortunately, Claw returned and destroyed the place.
- Groog misplaced the key and is trapped in the cage. He asks to be released, but Claw refuses to allow anyone to release Groog. She now imprisons him, as she was imprisoned.

NETHER BHARG DELIVERY

Groog could use help flying some **NETHER BHARGS** out to a wealthy buyer in western Shimmering Shar. The job is very time sensitive, so no dilly-dallying, you hear? Those beasts need to be delivered in 7 days or there'll be hell to pay. Take them to the old castle in Volcanika, and return for your very own nether bharg mounts (2 PCs per mount).

- Groog is tight-lipped about who the buyer actually is—a group of **FELMOG KNIGHTS** at Austrastica's Keep (p240). They want to use the nether bhargs to explore the Keep.
- The number of **NETHER BHARGS** can be adjusted for party size. They are ornery critters and Wilderness Checks to control them suffer Disadvantage.
- If the PCs arrive at Audrastica's Keep on time, the **FELMOG KNIGHTS** (3xL3-B, 1xL3-C) are in a conflict with Hayn the Collector (p278). Hayn doesn't want competition in looting the Keep and is ready to fight the knights. He seems feeble but is actually a powerful sorcerer. The PCs can decide whether or not to take a side.
- If the PCs are late or don't help the Felmog Knights, Hayn decimates the knights with magic, and only one knight survives the conflict. The knight blames Groog and the PCs for compromising their quest.

Points of Interest

The Abyssium Fortress

Hex 48.33. The former home of a dwelf named Bim, this sprawling fortress at the bottom of the Dwark is carved from abyssium rock. Until his recent demise, Bim had lived there for hundreds and hundreds of years after banishing himself to the Abyss. However, the fortress was already old and long-abandoned when Bim arrived. The beings that originally built and inhabited the fortress were an ancient folk, known by loremasters simply as titans—a diverse group of giants that once ruled the Underlands. Bim only regularly used a small portion of the fortress and sealed off the rest.

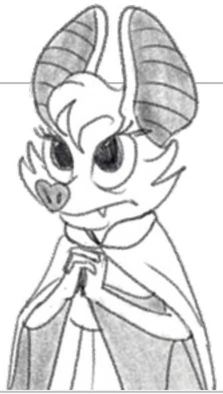
RUMORS

- The wizard in the Abyssium Fortress is gone, and now strange shadows have invaded its walls.
- A gnome went to explore the fortress but never returned.
- The Abyssium Fortress is filled with items and knowledge of the ancient past.

EXIE RATTLEMAUS

A humble flitterfolk who befriended Bim by chance many years ago when the dwelf was traveling through the Underlands. The two took up an unlikely friendship, and now Exie visits the old dwelf once a year, bringing food and treats. Exie is a matronly gal who runs a flitterfolk orphanage south of Skashic Valley.

- **Traits:** Meek, hospitable, repeats "oh dearie."
- **Motivation:** Find out what happened to Bim.

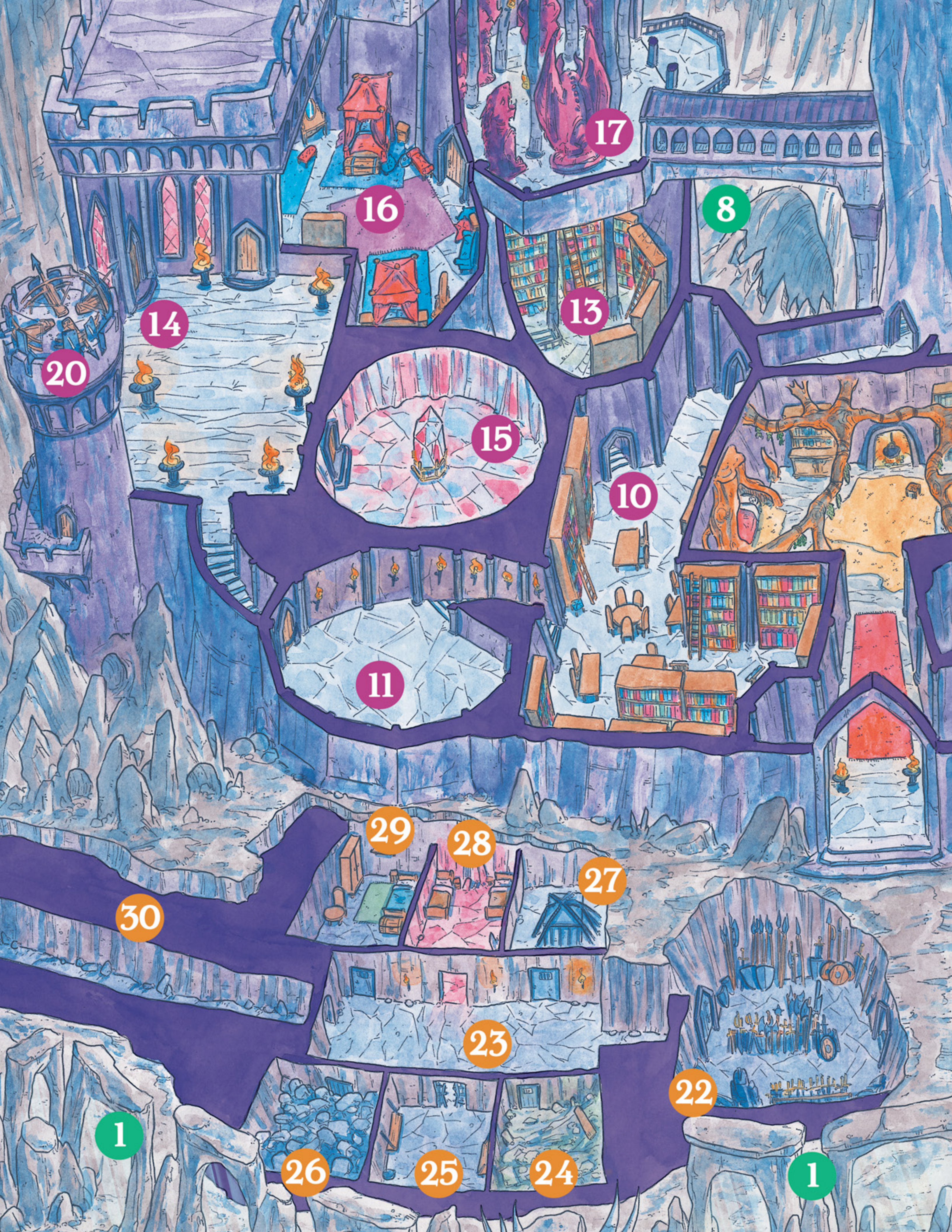


QUEST

BIM'S OLD FRIEND

Exie has come for her yearly visit to her dear friend Bim, but no one is answering the door, and now the little flitterfolk is beside herself with worry. Worse yet, Exie saw strange shadows moving about near the fortress, and she's too afraid to go check inside. Are you brave enough to investigate?

- Bim is actually a ghost now, at the Shadow of Lost Wishes. If the PCs know this and tell Exie, she asks if they'd be willing to take her there. She knew Bim to be an exceptionally kind, peaceful being and would find the way his life ended hard to believe.
- Inside the Abysssium Fortress in Area 2: Bim's Abode, the Record of Bim book bequeaths all of the treasure of the throne rooms to Exie Rattlemaus. However, the treasure still must be retrieved, and the book is vague about where and what exactly the treasure is.
  - Bim is referring to Area 3 and Area 18, where there are secret hoards next to both thrones.
- If the PCs find the treasure for Exie, she is eternally grateful but will need help to bring it back to her orphanage in Hex 32.36.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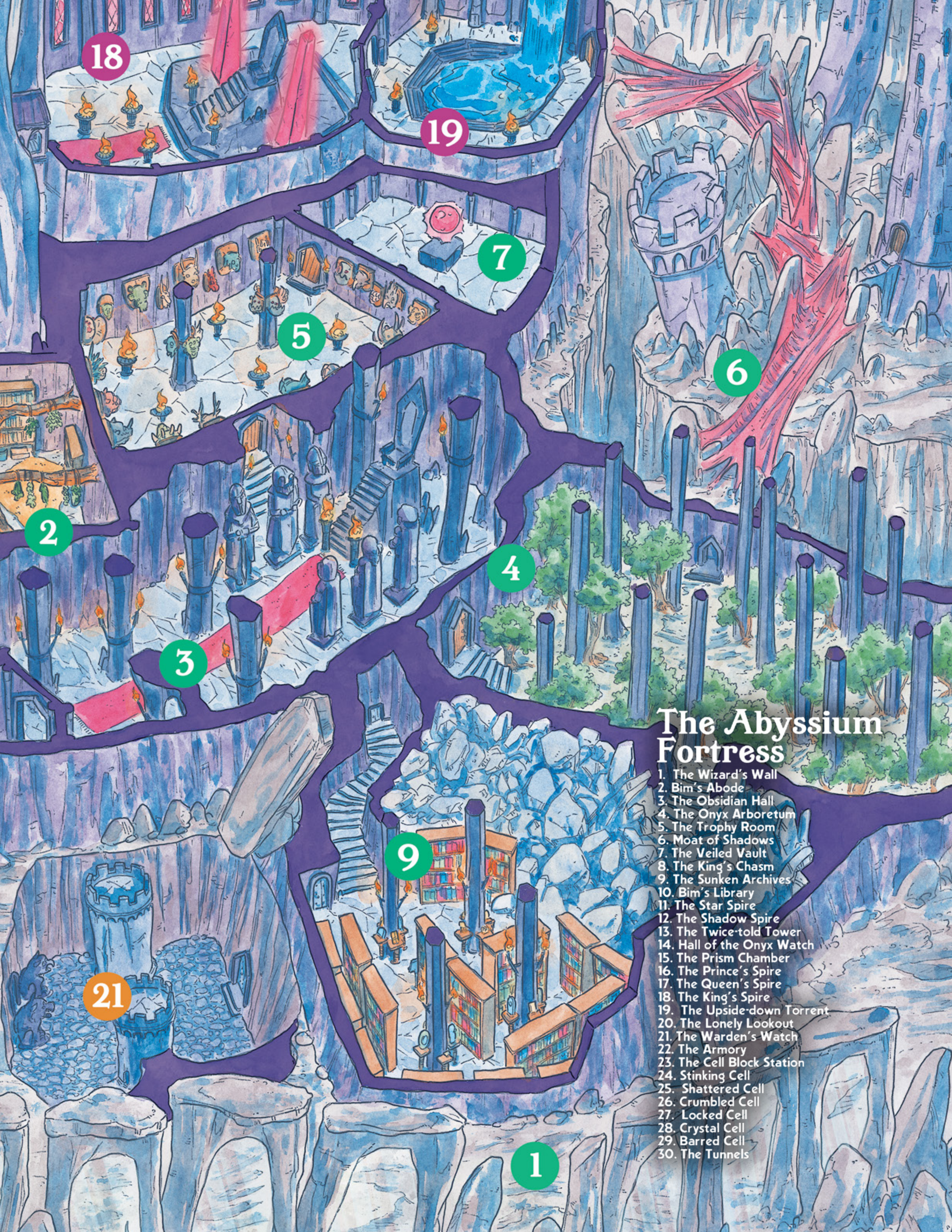


The Abyssium Fortress

1. The Wizard's Wall
2. Bim's Abode
3. The Obsidian Hall
4. The Onyx Arboretum
5. The Trophy Room
6. Moat of Shadows
7. The Veiled Vault
8. The King's Chasm
9. The Sunken Archives
10. Bim's Library
11. The Star Spire
12. The Shadow Spire
13. The Twice-told Tower
14. Hall of the Onyx Watch
15. The Prism Chamber
16. The Prince's Spire
17. The Queen's Spire
18. The King's Spire
19. The Upside-down Torrent
20. The Lonely Lookout
21. The Warden's Watch
22. The Armory
23. The Cell Block Station
24. Stinking Cell
25. Shattered Cell
26. Crumbled Cell
27. Locked Cell
28. Crystal Cell
29. Barred Cell
30. The Tunnels

THE ABYSSIUM FORTRESS LAYOUT

LEVEL 1: THE CASTLE

AREA 1: THE WIZARD'S WALL

Outside the castle itself, which looks like a black wall in the distance, arches and columns of abyssium are scattered across the otherwise desolate landscape littered with bones and detritus.

- A powerful wall of nearly invisible magic protects the fortress. A perfect line of burned bones indicates some kind of defensive barrier, invisible except for a glittering shimmer when inches away. Make a Mettle Check to pass through the invisible wall—on a 5-, suffer 2d10 Dread.
- The bones scattered about are of various folk—explorers, adventurers, warriors, etc. There are 1d6 *Mundane* items that can be collected among the bones.
- Beyond the forcefield, a large open gate allows passage through the castle walls.
- Inside, the fortress is all carved of **ABYSSIUM**. A darkened doorway to the right leads to Area 3. A warm glow comes from the end of the long hallway (Area 2).

AREA 2: BIM'S ABODE

A warm hearth glows in a cozy, cottage-like chamber. Rugs line the floors, and herbs hang from timbers grafted to the **ABYSSIUM** ceiling.

- Old books, dusty and oversized, rest on shelves. Lore Check: The books are written in the runes and glyphs of **DWELFS**. One book, called *The Record of Bim*, details the history of the Abyssium Fortress and its many magical wonders and dangers. Bim made a point of generally leaving the areas as they were, especially the dungeons, which he rarely ventured into.
  - Bim's writings relay that the fortress was built by titans, the most powerful inhabitants of the Underlands, who became obsessed with the duality of their own natures.
- The hearth burns with a magical, immortal flame. This place is always comfortable and grants +2 Temporary Courage when a party rests here.
- There are 1d6 random Herb Components that can be collected from the ceiling.
- A secret door, opened by pulling a lever that looks like a branch, leads to Level 2: Bim's Library.

AREA 3: THE OBSIDIAN HALL

This cavernous, intricately carved **ABYSSIUM** castle hall shimmers with reflections of the PCs.

- Massive geometric statues line a path that leads to a huge **ABYSSIUM** throne.
- Five **NEVERWERES** (L3-B) stalk this hall. They fear Bim's Abode because of its immortal flame, but they want to get inside and ransack it.
  - **THE NEVERWAS** has sent a horde of neverweres to enter the Abyssium Fortress and explore the location in an effort to understand Bim, the dwelfs, and the history of the *Wishing Stone*.
- Search Check: A hatch behind the throne leads to a secret chamber with a Mythic Hoard.
  - Accessing the Mythic Hoard or sitting on the throne triggers a trap that causes razor sharp abyssium spikes to fall from the ceiling for 1d8 Dread each round. They never stop and PCs are only safe after escaping the Obsidian Hall.
- 12+ Search Check: A trick tile on the floor hides a locked trapdoor leading to a spiral staircase into Area 9: The Sunken Archives.
- The eastern door leads to Area 4, while the western door leads to Area 5.

AREA 4: THE ONYX ARBORETUM

This massive room is filled with hundreds of huge pillars that rise into the ceiling. But there are also many living trees that somehow thrive in this environment.

- A **TUNNEL CAT** (L6-B) prowls the room, hunting **REEGALDEEKS** (L3-G) and other critters living off pale blue fungus that grows on the trees. The fungus heals 1 Courage.
- Lore Check: Long ago, the gods of the earth built pillars that held up the world. These must be what the old stories tell of.
- There are two archway exits:
  - One has descending stairs leading to Area 8.
  - One leads to a causeway that connects to Area 6.

AREA 5: THE TROPHY ROOM

The room is warm and lit by braziers that pop and crackle. Taxidermied creatures and critters cast odd shadows on the stone walls.

- Game trophies from all over the Land of Eem are displayed here, including long extinct monstrosities and wonders alike that none of the PCs have ever seen in their lives.
- One creature is preserved in a huge tube-like aquarium filled with some kind of fluid. If anyone taps the glass, the creature—a **HYDREEL** (L7-B)—jumps to life and breaks out of the aquarium.
- A broken door leads to Area 7.

AREA 6: MOAT OF SHADOWS

A narrow, rickety bridge made from the sinews of some long-deceased gargantuan creature, connects the bulk of the castle to a cluster of towers, crossing over a chasm that serves as a moat.

- The bridge is very unstable. Make a Nimbleness Check to cross it safely, otherwise it will collapse or twist, knocking PCs into the moat. Crossing the bridge leads to Level 2, Area 19: The Upside-down Torrent.
- Inside the moat are six **NEVERWERES** (6xL8-G), imperceptible in the darkness. They attack anyone that crosses the bridge.
- The wreckage of a small black boat lies at the bottom of the moat, which is otherwise completely covered in bones. Perception Check: A single glimmer of unnatural light comes from one of the drowned skeletons—a random *Relic*.

AREA 7: THE VEILED VAULT

This featureless room has no discernable differences from any other room in the fortress, save a single orb and stone block resting in the center of the room.

- The block has a button. Activating it, summons a **PHANTASM** (L6-B) who has been charged with protecting a treasure that is long gone, stolen generations ago. The phantasm blames the PCs.

AREA 8: THE KING'S CHASM

Part of the castle has fallen away into a sinkhole. Mounds of earth piled up to the ceiling ring the hole. Gems twinkle in its depths.

- 1d6 random Elemental Components can be collected from the hole.
- Wilderness Check: The mounds of earth and sinkhole indicate this is the nest of a king delver, but the delver is gone.
- Venturing deeper in the sinkhole reveals large eggs. If disturbed, they shudder, making a rattling noise that instantly summons their mother, a **KING DELVER** (L7-C).
- The king delver is especially aggressive; it's been tainted by the shadow of the Neverwas, made cruel by its basest instincts and desires.
- A cave-in has hidden a maze-like passage behind a mound of rubble. Moving the rocks would take hours, but the passage leads to Area 9.
- Beyond the creature's lair, an unlocked iron door leads to Level 3: The Dungeons.

AREA 9: THE SUNKEN ARCHIVES

The vast hall beyond the maze has dripping ceilings high enough to host a giant. Pillars of black rock rise into shadows. Objects rest on pedestals, shelves, and racks in every direction.

- There are dozens of shelves displaying artifacts from all over the Land of Eem: books, armor, weapons, and all manner of other objects. Every single one is a *Magic* item, but they are all very old, clearly decaying from generations of neglect and dank air. Treasure Hunting Check (+1): Touching an object disintegrates it, except on a 12. Each PC can repeat this Check until they fail.
- A strange onyx **GOLEM** (L4-B, obsidian) with the body of a spider and the head of a wolf stands on a pedestal in the center of the room, holding a set of keys in its jaws. These are the Skeleton Keys of the Abyssium Fortress. They will unlock any door, lock, chamber, or cell. Taking the keys activates the golem.
- An unlocked iron door leads to Level 3: The Dungeons.
- There is a locked hatch at the top of the staircase that is the other side of the hidden tile on the floor of Area 3: The Obsidian Hall.

LEVEL 2: THE TOWERS

AREA 10: BIM'S LIBRARY

Inside the entryway to the wing of **ABYSSIUM** towers, there is a library with high shelves that require the use of fifty-foot ladders.

- There are thousands of books, hundreds of which have been pulled off the shelves and splayed open everywhere in the room as if there was a storm in here, but the mess was actually due to the **NEVERWERES**.
- PCs can each make a Search Check: On a 9+ they find a random Book (see *Core Rulebook*).
- On a desk, there are a few books that outline the extensive history of Eem, specifically the War of the Wizards, a dark period when tyrant wizards battled for relics, power, wealth, and dominion over the Land of Eem. Two of the most terrible were Audrastica the Pitiless and Vago the Tyrant, who waged war against one another for control of the *Wishing Stone*, an artifact, now destroyed, that could grant wishes to its owner.
- One of the books is titled *The Devourer's Tale*. When opened, it transforms into a giant carnivorous book (as **WEORG** L5-C).
- Two candles are lit over two open *Magic* books. Once per day, writing a request in one of these blank books summons a book on whatever subject is requested. If removed from the library, the books lose their magic.
- There are three stairwell exits—one each to the west, east, and north. The west staircase leads up to Area 11. The east staircase leads up to Area 12, but the door to the tower is chained closed. The north stairwell is boarded shut but leads to Area 13.

AREA 11: THE STAR SPIRE

While this roofless tower is far beneath the foundations of the world, those within it can look up into an impossible sky where twinkling stars gleam like pin pricks and clouds languidly drift by.

- Lore Check: This is the Well of Stars, spoken of in faerie tales. A place that is said to have been built by people who could speak to stars and sing their hidden answers into being. **DWELFS** believe this place is one of the first sources of all of Eem's magic.
- The Well of Stars is a magical, perfect reflection of the night sky in the world above, only brighter, more vibrant, and singing with words no living person, not even a dwelf, can translate, for they are too beautiful.
- Any PC from the Mucklands or other Overland realm feels a sudden sense of peace, while any from the Underlands, wonders at the beauty of stars that they may have never seen. All PCs regain any lost Courage and their Conditions are removed. **CURSES** are replaced by random **BOONS**.
- A chained door leads to Area 14.

AREA 12: THE SHADOW SPIRE

A spiraling staircase leads to the top of this slender, darkened tower.

- The top of the tower is perfectly flat and smooth like black glass. A vortex of liquid shadow at its center swirls, swallowing every light source. A **DWEORG** flails in the shadows and calls for help the moment the PCs arrive.
- The neverweres are fascinated by this place and draw power from it. There are 3 **NEVERWERES** (L5-C) sucking liquid shadow into their forms, increasing their size and strength. They attack the PCs.
- Anyone who gets close to the vortex must make a Might Check or be sucked in. Then in 3 rounds, they'll be transported to the Realm of Shadow, a place identical to the Land of Eem, but also entirely darkened and "off." All characters in the Land of Eem exist in the Realm of Shadow, but they are wicked, or more wicked, versions of themselves.
  - Escape requires Might or Athletics Checks to swim back through. But the negative versions of anyone present will be hostile.
- The dweorg's name is Opheelee and she was trapped on the other side, living a shadow life for an unknown amount of time. She finally attempted to swim her way out, but can't escape the pull of the vortex.
- If saved, she reveals that there is another world on the other side of the vortex, a shadow of this world and it is, "hungry for our light..." Opheelee was hired by the long-dead Goblin King, Graag Gargoon to investigate the mysteries of the Abyssium Fortress, only to be trapped here. Based on the timeline, she has been trapped for hundreds of years.

AREA 13: THE TWICE-TOLD TOWER

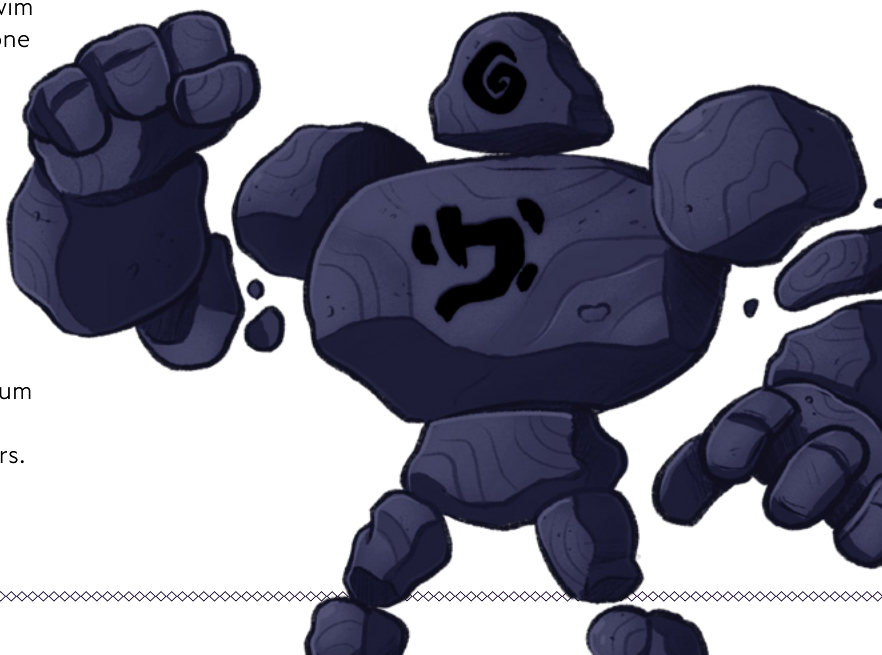
This tower contains a library that is less extensive than the one in Area 10. Most of the books here have been ravaged by abyssal insects and vermin. Ladders reach into shadowy shelves. Webs stretch between columns.

- A chandelier in the center of the chamber is covered in cobwebs and littered with **GIANT INKPOT SPIDER** (L1-B) eggs. The mother, however, is long gone.
- A talking book on the highest shelf is jabbering something at the PCs. Climbing to get a better look and listen, reveals a small, tattered, old volume called *Twice-Told Tim* that asks the PCs to please do it a favor and check it out!
- *Twice-Told Tim* is a sentient book about travel that has no words in its pages, only the memories of the original storyteller. *Twice-told Tim* is a living, talking *Magic* item that grants the Gnome Ability: Chronicler.

AREA 14: HALL OF THE ONYX WATCH

Magic braziers crackle and pop in a wide, rectangular chamber with tall ceilings.

- Dozens of onyx **GOLEMS** (L4-B, obsidian) stand in formation with their faceless heads hung low. These are the dreaded Onyx Watch of the Titan King, or so says a tablet written in an archaic language.
- A second tablet reads: "Doom to all who threaten the throne." Should the PCs disturb the throne in Area 9: The King's Spire without speaking the password, either by sitting on it, defacing it, or looting the secret hoard, the golems will awaken and pursue the PCs through the fortress.
- The burning braziers rumble with menace and cannot be extinguished through *Mundane* means. There are eyes and mouths and ears in the flames, watching, muttering, and listening. If the PCs, for whatever reason, speak ill of the Abyssal Fortress's creators within this hall, the golems will awaken and pursue the PCs.
- There are doors to the west, east, and north. The west door leads to Area 20, the east door leads to Area 15, and the north door leads to Area 16.



AREA 15: THE PRISM CHAMBER

This round, crystalline chamber continuously changes color and shape. Reflections gleam, stretching features and catching light in ways that make expressions on faces change.

- The Dyad Prism, a multi-colored crystal, rests in a golden fitting, not unlike a gem set in a ring. Anyone who gazes at their own reflection in the prism makes a Mettle Check:

1–2	Evil Twin. An evil doppelganger of the PC emerges from the prism. This is an exact copy, but evil, who will attempt to escape, preserve its life, and pursue the PC later in order to replace them in the future through cunning and guile. The twin has double the Courage of the PC.
3–5	Mute Follower. A doppelganger of the PC emerges from the prism, but lacks all of the PC's traits, knowledge, and history. The double acts like a confused child and follows the PC around. The twin has the same Courage as the PC.
6–8	Tiny Twin. A tiny doppelganger of the PC emerges, little more than three apples high. This doppelganger is mischievous and does daring and wild things that can be either helpful or cause trouble. The twin has half the Courage of the PC.
9–11	Future Self. This twin is an elderly version of the PC. Once every session, they can grant +1 Lore to a Check. The twin has half the Courage of the PC.
12+	Second Chance. An exact doppelganger of the PC emerges who mirrors and mimes the PC's actions. If the PC fails to Defy Death, that roll automatically succeeds, and this doppelganger vanishes forever. The twin shares the Courage of the PC.

AREA 16: THE PRINCE'S SPIRE

The door to this chamber is locked. The area contains palatial living quarters with two large beds on opposite sides of the room and a large, circular common area with throw pillows and colorful rugs.

- The walls are decorated with 6 *Magnificent* swords, each more beautiful than the last. The PCs may roll 1d6 up to 6 times (*The Twin Swords* may only be acquired once).

1–2	Cursed Swords. These swords come alive and turn on the PC (as **FELMOG KNIGHT** L5-B).
3–5	*Magnificent* Swords. Roll a random *Magnificent* Trait.
6	The *Twin Swords of the Ever-Princes:* To unlock their *Relic* powers, the first sword must be kept, and the second sword must be gifted to a party member. ✦ *The First Sword of the Ever-Princes.* +3 Dread. Once every Combat, reroll an Attack made by the Second Sword. ✦ *The Second Sword of the Ever-Princes.* Attacks ignore Block. ✦ The bottom of both swords read "Twins."

- An ornate, silver door leads to Area 17.

AREA 17: THE QUEEN'S SPIRE

This is a regal, high-ceilinged room with tall columns and massive statues of dragons. At the far end, an open-air balcony overlooks a vast abyssal cavern.

- There are six columns in this chamber, and they are very unstable. Knocking over three of them results in the ceiling collapsing.
- A huge horn in a stone stand, carved from **ABYSSIUM**, is on the balcony. If blown, it summons a **GARGANTUA** (L8-C) that once visited the queen of the Abyssium Fortress as a conversational companion. The gargantua has not visited in thousands of years, but will return. The creature is ancient, forgetful, and confused by the PCs, but harmless aside from its size. It can peer into the room from a standing position, with its feet disappearing into the darkness of the cavern below.
- The gargantua misses his conversations with the lady of the house but has no other memories. It complains about how things are changing in the deep, with more folk who don't belong, and bad magic giving them what they want. If asked to explain, the gargantua warns of the nefarious **NEVERWAS**, the Shadow of the World's Wishes, the Hungry Keeper of the All that Could Have Been. The gargantua warns of the shadow dragon and that the Abyssium Fortress is a place where danger and dread are made manifest.
- A large archway leads to Area 18.

AREA 18: THE KING'S SPIRE

A throne room with a vast dais that holds a black, stone throne. There is a lingering scent, like spices of some kind.

- Over a hundred stairs lead up to the black, stone throne. There are two enormous obelisks on either side of the throne that glow as the stairs are ascended.
- Skeletons of different folk, some of which are smashed, are scattered on the stairs. Most skeletons are armed and armored. There are 1d6 salvageable *Mundane* weapons. Perception Check: They were likely in a fight with something large enough to crush them (the onyx golems from Area 14: The Hall of the Onyx Watch).
- The throne is oversized and would seat a very large individual. Sitting on the throne ignites the obelisks, which hum with power as they project a glowing map of The Underlands followed by a booming voice that speaks in an ancient language. After several moments of babbling, the voice booms in Folk Tongue, asking: "State the Password." The password is "Twins."
  - Failure activates the **GOLEMS** in Area 14: The Hall of the Onyx Watch. The golems will march to the throne and destroy anything in their path.
  - Success activates the Abyssium Fortress. "Greetings, Highness! By your command, I obey!." The voice is that of the Fortress itself, and it will follow simple commands associated with the operation of the Abyssium Fortress: open or lock doors, activate the golems, and reveal secret doors hidden throughout the fortress.
- The sound of running water can be heard through a door, leading to Area 19.

AREA 19: THE UPSIDE-DOWN TORRENT

A waterfall floods a beautifully designed black stone pool. Steps lead into the water.

- The water is fresh, filtered by miles of rock above the fortress.
- Underlands fish swim in the water. +1 to Fishing Checks here.
- A small cave is hidden on the other side of the waterfall. A **SCUMSEER** (L3-C) resides here, poring over a crystal ball. The scumseer is looking for something called **THE NEVERWAS**, though he does not know why he is drawn to it. The creature defends the crystal ball viciously, but can be reasoned with and is not overtly hostile.
  - *The Seer's Orbiculum*. Mettle Check: Once every session, view and hear a chosen subject somewhere in the world. Failures and Twists may mean the subject knows they are being watched and who watches them.
- If the PCs entered from the Moat of Shadows, the door to Area 18 is locked.

AREA 20: THE LONELY LOOKOUT

A short, stubby tower overlooks a rockwall with hundreds of pockmarks, caves, and natural tunnels.

- The tower is armed with four ballistae that can be operated and fired, inflicting 1d10 Dread.
- A signal horn made from the hollow spine of a **GARGANTUA** rests on a stone pedestal.
- **CRAGNARKS** periodically emerge from the caves to hunt. The Lonely Lookout was created to defend the Fortress from their occasional attacks.
- If a PC fires a ballista or blows the horn, a **CRAGNARK** (L7-C) emerges and attacks.

LEVEL 3: THE DUNGEONS

AREA 21: THE WARDEN'S WATCH

Two watchtowers overlook a black-cobblestone courtyard. A narrow passage leading down is watched over by motionless gargoyles.

- Large iron arrowheads poke out of the watchtower windows above—stationary ballistas (1d10 Dread) pointed at anyone approaching the gate leading into Area 22: The Armory. They will fire if anyone tries to enter.
- One-eyed gargoyles watch from either side of the dungeon entrance. Both eyes track with the ballistas above. Blinding the eyes, in any way, makes the ballista attacks fail.
- The shadow of a person staring from inside one of the windows looms menacingly. It is a **NEVERWERE** (L1-B), watching intently. The creature runs away to gather more neverweres.

AREA 22: THE ARMORY

The door to this room is locked. Inside, the room is split in two by a long rack of weapons.

- There is one of every *Mundane* weapon or armor here.
- There are 1d6 *Magnificent* weapons chained together by a magic, unbreakable chain and an enchanted lock. Any magic dispelling abilities will make the chain disappear.
- A dented iron door leads to Area 23: The Cell Block Station.
- A small, hidden switch opens a hatch to a stone chamber where a hundred keys hang from hooks. Perception Check with Disadvantage: Identify the correct key to the enchanted lock. Using the wrong key, transforms the remaining wrong keys into **KALEIDOSCORPIONS**. The true key is not transformed, but the creepers swarm around it.

AREA 23: THE CELL BLOCK STATION

A small stone room guards the entrance of a cell block. The bars on the windows are bent and broken.

- A series of levers control the cell doors. Almost all are beyond repair, but the one that opens Area 29: The Barred Cell can be fixed.
- If the Barred Cell is unlocked, a group of **NEVERWERES** (5xL7-G, 1xL7-C) swarm the cell block station.
  - Unlocking the door also frees a friendly gnome whom the neverweres trapped because they fear her magic.
- Beyond the room there are six cells connected by a hall. Areas 24, 25, and 26 are on the left, and Areas 27, 28, and 29 are on the right. Walking down the hall leads to Area 30.

AREA 24: STINKING CELL

An overwhelming rotten egg stench and musky, stale air fill a claustrophobic room that seems near collapse.

- A pouch of wax candles that will burn for 1 day each.
- An ancient, mummified goblin is underneath a pile of shattered furniture in the corner. The goblin unexpectedly comes to life—but then a shadow person steps out of it, and the body crumples to the ground again. A **NEVERWERE** (L3-B) in the shape of the goblin attacks!
- Search Check: A small box containing a random Spell scroll.

AREA 25: SHATTERED CELL

The barred door is obliterated, bent outwards as if the inhabitant exploded free from the cell.

- Search Check: A solid block of cooled, molten gold worth a pouch of Gold 🪙.
- A **MAGMAR** (L5-C) escaped from this cell long ago and still roams the Dungeons. Every time the PCs enter a new room, make a Wandering Intruders Check to see if they encounter the magmar.

AREA 26: CRUMBLED CELL

Collapsed stones block the door. Cracks between the stones whistle with wind currents.

- Moving the stones reveals a cell that has collapsed, but a narrow pathway leads into a natural-looking tunnel.
- The tunnel is filled with **BLINKING CAVE-INCHERS** but leads to Level 2, Area 17: The Queen's Spire after a day's travel.

AREA 27: LOCKED CELL

The door is locked, but a humming sound echoes on the other side. A steel box covered in chains is visible within the cell.

- The steel box shudders and the chains rattle if touched. Opening it requires lockpicking (or a Tinker Check with Disadvantage). The box contains a dog-sized sputter-ant that imprints on whoever picked the lock.
  - Sputter-Ant: This sputter-ant can carry many times its own weight, has +10 Inventory, and will follow its owner everywhere as a pack animal.

AREA 28: CRYSTAL CELL

This cell is entirely made of crystal that glows pink with pale light. There are no bars and no door. The chamber would comfortably fit two people.

- Shattered crystals and broken minerals are piled in the center of the room (1d6 Elemental Components).
- A hairline crack in the floor is unstable. More than two people in the chamber trigger a collapse, giving way to a crystal chamber below.
  - In the crystal chamber, a **CHROMADYTE** (L3-B), who was once the cell's occupant, is awoken from a long hibernation. It had used all of its energy to slowly phase itself out of the cell by growing its crystal body downwards through the crack.

AREA 29: BARRED CELL

The barred door is locked. A small, cozy chamber with a gnome reading a book is clearly visible within.

- A gnome rests in an armchair and is surprised to see the PCs. Apparently, she was lured into a cozy trap by the strange, shadowy creatures that occupy this place, the **NEVERWERES**.
  - M. Marleena Butterbutton had come to the Abyssium Fortress in search of a **DWELF** named Bim. But upon learning of the dwelf's demise, she decided to explore the fortress for the sake of learning more about Eem's past. Instead of fighting her, the neverweres cleverly tricked the gnome into resting in a cozy chamber, which is actually an illusion.

AREA 30: THE TUNNELS

A vast network of shadowy abyssium tunnels.
This area is a **RANDOM MAZE**. The Maze Hazards are:

1	**BRINE BATS**
2	**GLITTERFANGS**
3	**GOBBLESTONES**
4	**GNASHFLIES**

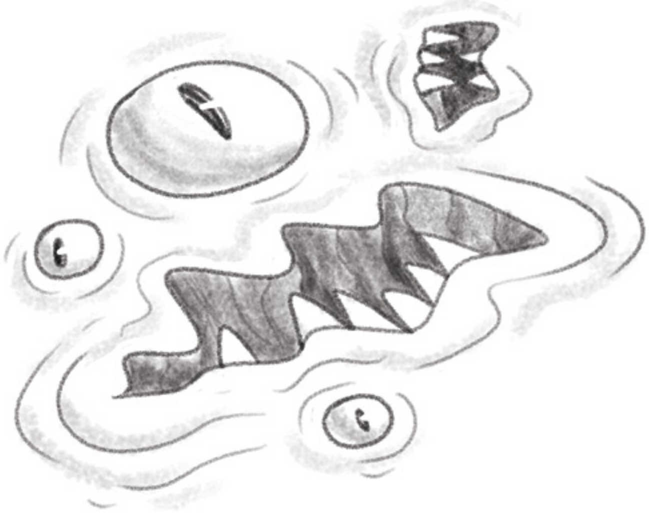
- The exit leads out of the Dwark to Hex 47.33.

The Blinking Pool

Hex 50.30. Legend tells that the Blinking Pool is the final resting place of the mythic mother of ogres, Gordak the Progenitor, who fell through the earth like a plummeting star to meet her demise. An ancient echo of the great progenitor—a vast pool of fleshy ooze and slime, alive with a kind of malign intelligence—has remained here for ages. The size of a small lake, this pool is a living mess of mutation, both hungry and predatory. Large, round eyes blink open when anyone approaches, and larger, floating mouths swallow up visitors whole if they aren't careful where they tread.

RUMORS

- A strange, sentient pool of eyes and mouths lives in the remote Abyss.
- A decorated Felmog Knight disappeared in the Abyss while searching for a *Relic* called the *Twin Swords of the Ever-Princes*.
- Legend tells that Gordak the Progenitor, a primordial ogre of legend, fell through the earth like a plummeting star all the way to the Abyss.



THE GIBBERING MAW

The maw is only a part of the vast, enormous organism that makes up the entirety of the Blinking Pool. The large mass of pink flesh has several eyes of different sizes and several floating, shifting mouths, one larger than the rest. The creature has no name and only a fuzzy memory, but it grins with delight and hunger in the presence of anyone who visits the Blinking Pool.

- **Traits:** Jovial, confused, hungry.
- **Motivation:** A terrible pain ails the creature, a bellyache of gigantic proportions, and it will do practically anything to alleviate it.

QUESTS

SOUR STOMACH, SOUR MOOD

The Gibbering Maw of the Blinking Pool is not feeling well. In more normal circumstances, the creature would gobble up anyone who treads near its hungry mouths, but today, it has other concerns. The Maw makes the PCs an offer: eliminate its bellyache, and the reward will be riches beyond measurable value. The only catch is that in order to cure this monstrosity's sour stomach, you must enter it. The Maw opens its largest mouth wide and unfurls its tongue like a red carpet.

- Uthrad the **FELMOG KNIGHT** was swallowed and has been attempting to escape the Binking Pool for weeks. He is trapped deep inside Level 3: Belly of the Beast, in Area 30: The Scab. Injured and desperate, he plunged his *Relic* sword, *Stonesmiter*, into the creature's belly, activating a **CURSE** that turns living beings to stone. The Blinking Pool will fully transform to stone in 9 days if no cure is found.
- The only way to reverse the petrification effect without using a specific curse-breaking item or ability is to destroy the sword. This can only be done by shattering it with another *Relic* weapon on a 12+ Attack or casting it into lava.
- **HEROIC TITLE ACHIEVEMENT:** Break the **CURSE** of petrification in Area 30 afflicting the Blinking Pool.
  - ***The Stonebreaker*** ♔. PC gains Advantage on resisting petrification and **PARALYZE** effects.

THE BLINKING POOL DUNGEON

LEVEL 1: THE CHEW CAVES

A maze of mouths and teeth that quiver with restrained anticipation.

AREA 1: WHISPERING CAVE

Soft, gummy walls pulsate gently. The hushed sound of pained, undulating voices thrums with every monstrous inhalation and exhalation.

- There are two exits to this room, blocked by a wall of bones that whistles with wind. The first leads to Area 2, the second leads to Area 3. A black cape is tattered and snagged on the door of Area 3.
- Whispering and hushed voices travel through the chamber like the sound of wind. Perception Check: The voices are asking questions—Who are you? Why have you come?
  - If the PCs answer honestly, the exit to Area 2 opens. If they answer dishonestly, Area 3 opens.

AREA 2: THE MASTICATION CHAMBER

A pocked, wet tube of gnashing teeth and internal mouths that snap and bite like barnacles are fused to the inside of a giant mouth.

- The Gibbering Maw reflexively bites, even though it desires the PCs' help. Make a Nimbleness Check or suffer 1d6 Dread.
- The chamber has two apparent exits, both in the shapes of toothy maws. The first leads to Area 4, and the second is just a mouth that attacks (as **CAVEMAW**).
- There are a few dislodged teeth that can be collected here.

AREA 3: SALIVA FALLS

Gushing geysers of thick, putrid mucus spout from quivering glands in a dome of flesh.

- The saliva is sticky and foul. More and more saliva pumps into the chamber as the area shrinks. There is no exit, and the saliva will only stop if the glands are clogged.
- Many small, tentacled things (as **SQUIDGEONS**) float in the saliva pools.

AREA 4: THE TONGUE-TIED MAZE

A cat's cradle of wriggling red tongues stretches over a cavernous, fleshy pit that falls into darkness.

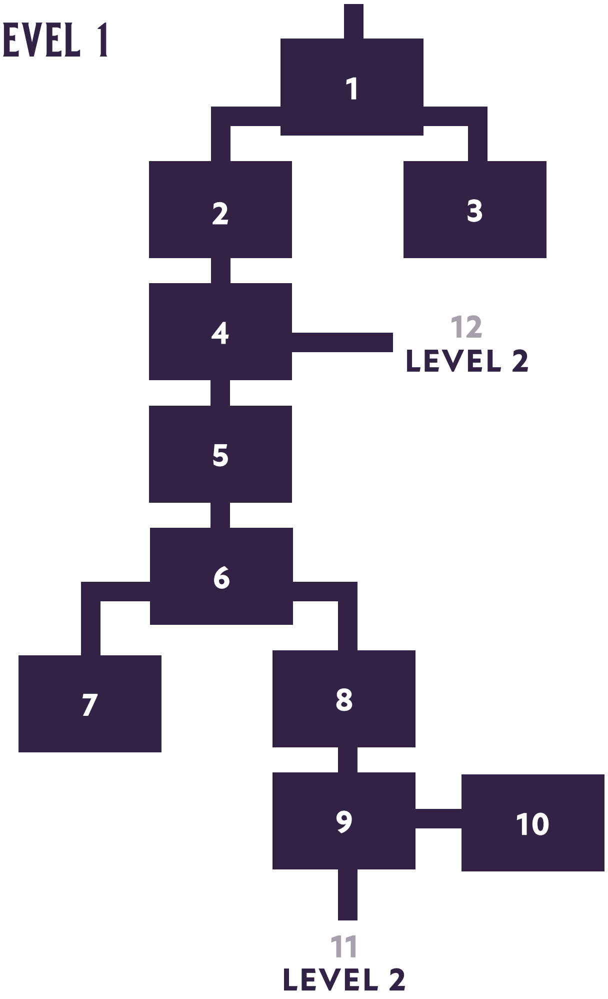
- The tongues wriggle when PCs pass over them. Make a NImbleness Check to avoid falling. If a PC does fall, they can attempt to catch a tongue, which will then taste and try to **ENGULF** them.
- Traversing the tongues leads to Area 5, while falling leads to Area 12.

AREA 5: THE GNASHING NURSERY

A swamp of saliva is littered with quivering clutches of egg-like pustules that whine like steam kettles.

- A hunched **SKASH** (L2-B) meanders through this chamber, using an eyedropper to drip a glowing green goo into the pustules. The skash, named Yagabo, shares that the pustules are the eggs of the Great Progenitor and that they must never hatch; the goo, which is the creatures own bile, keeps them dormant, but Yagabo is running out and is too old to travel to the the Bile Sac, deep in the Belly of the Beast. He requests aid, offering no reward other than preventing the end of the world should these monsters be born.
- Yagabo shares that the Blinking Pool is all that remains of Gordak the Progenitor, an otherworldly destroyer that was defeated long ago, but not before giving birth to the **OGRES**, most notably Golo the Gargantuan, Oomek the Sea Drinker, and Kurgonn the Mountain Eater.
- The eggs cannot be destroyed by weapons.
- Yagabo warns the PCs about the next room, Area 6. "Don't fall," he says.

LEVEL 1



AREA 6: THE TOOTH FACTORY

A hilly chamber with row upon row of sprouting teeth in the gummy floor. The teeth grow constantly, rolling over each other like a living grinder.

- Thousands of teeth, ranging from tiny to gigantic, gnash and grind into each other like a massive, mechanical mulcher. The teeth chitter and clack with hunger as PCs enter the room.
- The ground is moist and slippery. Falling into the gnashing teeth inflicts 1d12 Dread.
- There are two ways out, both beyond the teeth. One leads to Area 7, the other leads to Area 8.

AREA 7: THE MOLARS

Huge, flat-faced teeth, filthy with rotten bones, junk, and debris.

- Slow, crunching molars break down generations of remains and adventuring gear.
- There are 1d20 Materials lying around but Nimbleness Checks are needed to avoid the molars inflicting 1d6 Dread.
- The skeleton of a knight-errant is slowly sliding into the munching teeth with a glittering, gold [precious] sword.

AREA 8: THE HOUSE OF UVULAR

A grand coliseum of teeth surrounds a hanging uvula the size of a wrecking ball.

- The uvula, which calls itself the Mighty Uvular, is entirely sentient and demands to be treated like royalty. If shown disrespect and not given a worthy gift, Uvular (as **RAMGORE** L10-B) begins swinging around the room, ready to smash the PCs.
- Past the Mighty Uvular is a wide, pink gate to Area 9.

AREA 9: THE MEGA MAW

A wide, grinning gauntlet of sharp teeth opens to a chasm that leads straight down.

- Hidden in the back of the room is a swollen crevice that leads to Area 10.
- The only way out is down a dark, undulating pit that leads to Level 2, Area 11. Leaping is the best choice as the landing is safe and squishy.
- Climbing down is an option, but causes the super-organism discomfort. Roll 1d4:

1	Regurgitation. The PCs are washed over with corrosive bile for 1d6 Dread, and a Mundane item is destroyed.
2	Burp. PCs are stricken by a deafening belch that makes them weakened.
3	Belly Quake. PCs must roll Nimbleness or lose a random item.
4	Moan. PCs hear the great creature moan with discomfort, inflicting 1d4 Dread.

AREA 10: THE IMPACTED MOLAR (SECRET)

A festering, swollen crevice that requires a Might Check to burst through.

- Hundreds of voracious **NUBLINS** devour the foul matter of an abscessed impacted molar.
- Hidden inside a crack in the tooth is an Ancient Hoard.

LEVEL 2: THE GREEDY GULLET

AREA 11: THE JOWLS

This rubbery, gummy chamber is covered in bulbous mounds.

- Jumping on the mounds causes anyone to spring into the air like they are on a trampoline. It's possible to jump high enough to get sucked into Area 15: The Windpipe Tunnel.
- A horde of hairless, white **BRAMBLEBEES** (L3-G) dangle from a ceiling that looks like the roof of a mouth. The bees are sleeping, but easily disturbed.
- Amidst the bees, odd, conical hives drip red honey that can be collected.
- Past the hives, sound, almost like humming, emits from a pulsating tunnel. The tunnel leads to Area 13.
- Off to this side, a quivering, pink ramp leads down to Area 12.

AREA 12: THE GULPERS

Puckering, gulper pits that snap open and shut with lightning speed litter the room.

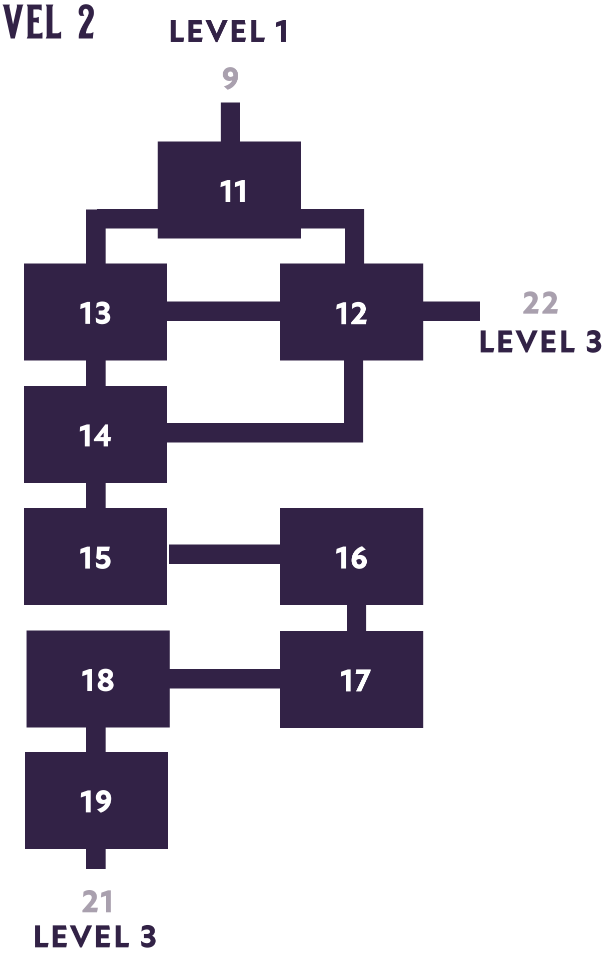
- Make Nimbleness Checks to avoid being engulfed. PCs that are engulfed for 3 rounds are swallowed into Level 3, Area 22.
- Sleeping **SPORE COBRAS** are coiled in between the gulper pits
- Two smooth, pink tunnels lead off from the other end of the room. One tunnel leads to Area 13, the other to Area 14.

AREA 13: THE VOCAL CORDS

A forest of fleshy pink trees seems to sing when brushed against.

- Make a Vitality Check to avoid being **STUNNED** by the screaming, deafening vocal cords.
- The vocal cords are inhabited by a horde of **REEGALDEEKS** (L3-G) that are roosting upside down. Among them is a *Large* **REEGALDEEK** (L6-C) that, if woken, will attempt to devour all of the other reegaldeeks, as well as the PCs.
- A powerful gush of hot, odorous air is coming from the exit leading to Area 15, making it difficult to even walk.

LEVEL 2



AREA 14: THE TONSIL TOWERS

Two, pulsing and inflamed masses rise from a road of wriggling furry papillae and lead to a pink sphincter that is frozen shut.

- Strange, hairless, pink creatures (as **SCRAGGLES** L3-G), man the towers and attack intruders.
- Damaging the tonsil towers will open the pink sphincter, freeing the PCs from the room.

AREA 15: THE WINDPIPE TUNNEL

A dark, cavernous windpipe rushes with hurricane winds.

- The tunnel is so windy that marching through to the other side requires a Might Check with Disadvantage.
- A terrible smell or taste will cause the organism to inhale, instantly pulling all of the PCs to Area 16: The Gorging Gorge.

AREA 16: THE GORGING GORGE

A low-ceilinged chamber of stiff, rippling flesh that forces anyone who isn't Small onto their hands and knees.

- A pink blob of a creature (as **MERGA TOAD** L4-C) called Gorge burps near the exit and demands a snack to let the PCs pass. The blob will not accept food, instead demanding something *Magnificent*.

AREA 17: THE FLUTTERING FALLS

Pale, white, wisps of flagella drift peacefully on stale, hot air. A round portal ringed with flagella is in the center of the room.

- The flagella lightly touch the PCs, as if a blind person were trying to get a sense of their face. The flagella recoil from drawn weapons and fire.
- The flagella are not hostile, but if the PCs attack them, they try to repel the intruders (as **BOGSNAPS** L1-B).
- If the PCs are gentle with the flagella, a single tendril will retrieve a satchel for them containing 4 Gourmet Rations and 4 Courage Potions.
- The round portal leads to Area 18.

AREA 18: THE SNAPPING SPHINCTER

A small, soft chamber, slick and sticky where a jittery sphincter opens and shuts like a blinking eye.

- A lost **SKASH** (L3-B) clings to the side of the wall for dear life. The skash warns that they're all doomed! She tries to convince the PCs to hold on and not go any further.
- Going through the sphincter leads to Area 19.
- The skash, called Geepok, was swallowed by the Blinking Pool while looking for her grandfather, Yagabo, who went missing some years ago. Now she's about to be digested!

AREA 19: THE ESOPHAGUS SLIDE

A narrow, tube-like cave winds down like a waterslide into darkness.

- It's impossible to climb down the slide without slipping and zipping down hundreds of feet into Level 3, Area 20.
- Perception Check: A cavity in the wall halfway down the slide holds an Old Hoard. Make an Athletics Check to leap inside.

LEVEL 3: BELLY OF THE BEAST

AREA 20: CASTLE DIGESTIVAR

A castle of collected rubble—rusted iron and stone—rises from a lake of acid and semi-digested detritus that has been swallowed by the Blinking Pool over generations.

- Piles of junk litter a courtyard within the castle.
- A symphony of gargantuan burps echoes through the area like the shifting of tectonic plates. Bioluminescence from orange buboes nestled in the far off ceiling glows like the morning sun.
- A **DWEORG** (L5-C) called Bronwedge commands a horde of insectoid **SPUTTER-BEASTS** (L1-G) to dispatch the PC interlopers with a voice that booms from a tower above. The sputter-beasts, however, are in various states of disrepair.
- Once defeated, Bronwedge scrambles higher into Area 21 to escape the PCs' wrath.

AREA 21: THE BRITTLE MINARET

A shack at the top of a rickety tower with a single staircase leans over a bubbling, green pool of bile the length of a small lake.

- The unstable staircase is riddled with bear traps (1d8 Dread and inflicts **SLOWED**) that lead to a rotten wooden door.
- Inside, the shack is cramped with skittering sputter-beasts. Bronwedge is terrified that the PCs have come for him. A bounty was placed on his head by **MUSHRUMS** in the Fungal Jungle for having stolen a priceless toadstool, called a gold bell, from a sacred, subterranean dell. Bronwedge had no idea the toadstool was sacred, only that there was a rumor that it had the ability to absorb curses.
    - Bronwedge was **CURSED** with bad luck while in Audrastica's Keep (p240). In trying to escape his mushrum hunters, he accidentally ended up in the Blinking Pool. Another stroke of bad luck—so maybe the gold bell doesn't work! Who knows?
- Bronwedge has enough left of the toadstool to cure another **CURSE**, but won't part with it unless the PCs get him out of the Blinking Pool and defeat the mushrum **BOUNTY HUNTERS** (4xL3-B) who are tailing him—although he expects that anyone who followed him here got swallowed and digested by now.
- He found the sputter-beasts while looking for a means to survive. They're programmed to attack anything that approaches his hideout, namely **MUTANTS**!
- An orifice in the high, fleshy wall leads to Area 22.

AREA 22: THE BILE SAC

Bones float within wide, green bile pools reeking of death.

- Mounds of red flesh peak out of the bile pools, safe from the acidic fluid.
- The bile is so corrosive that *Mundane* items are destroyed on contact, and *Magnificent* items are destroyed within 2 rounds. The acid inflicts 1d6 Dread per round touched.
- A group of **MUTANTS** (L5-B) mill around the pools, some floating inertly within them. But they awake when approached and are extremely hostile.
- If a combat lasts for more than 4 rounds in this area, everyone here is regurgitated up to Area 19.
- Two holes on the opposite side of the chamber provide exits. The first, with a river of bile running through it, leads to Area 23. The second leads to Area 24.

AREA 23: THE LOST DELVING MACHINE

A rusted Shrym delving machine lies half-submerged in the bile. A common sight in more populated areas of the Underlands, this one must have fallen on bad times.

- The delving machine is partially submerged in a pool of bile that is slowly eating it away.
- The vehicle contains a Shrym hazard suit which protects against high temperatures and corrosive material, 3 Normal Rations, and a sputter-record keeper.
    - The record keeper is a small bronze box that can record a message and play it back. A brass speaker on the box emits a tinny-sounding message on a loop. "Calling all crawlers, this is Mole 2. Repeat! This is Mole 2. We've made contact with the... KRRR...Warning....KRK...Hostile...KKKRRRRK."
- Bile is bubbling up through the bottom of the delving machine. With the PCs inside, the vehicle begins to sink and come apart. If they don't escape, it sinks all the way to Area 26, but everyone inside suffers 2d6 Dread and their *Mundane* items are destroyed.

AREA 24: THE INTESTINAL MAZE

Gummy tubes the size of caves yawn open and burble with deep, resonating burping and farting sounds.

- This is a **RANDOM MAZE** that ultimately leads to Area 25. The Maze Hazards are:

1	**GNASHFLIES**
2	**PLYXIAN PILE WORMS**
3	**MUCILLUSKS**
4	**NUBLINS**

AREA 25: THE RIB CAGE

Giant, towering bones are stitched together with taught flesh and curved into a dom. Blinking eyeballs follow anyone inside.

- The eyeballs watching from above belong to the Gibbering Maw. It cannot communicate, but it is watching. If the PCs plot against the creature, **MUTANTS** (4xL5-G,1x L5-B) will be waiting to dispatch them in Area 26.
- Perception Check: The eyeballs are winking to express friendliness.
- Attacking the eyeballs triggers the ribs to flex and heave with breath, releasing a bone **GOLEM** (L6-B).
- A pouch of Silver 🪙 is on the ground. Each of the coins is imprinted with an emblem of a serpent whose tongue is wrapped around a sword. Lore Check: They are Felmog coins, specifically from the Order of the Cloven Tongue.
- The sound of splashing fluid comes from a fleshy tunnel to the east, leading to Area 26. A rotten smell emanates from a darkened hole to the north, leading to Area 27.

AREA 26: GLUTTON'S FOLLY

A waterfall of fresh water tumbles down a large edifice of what can only be bone. The babble of water collecting in a pool is pleasant.

- Wilderness Check: A freshwater river must flow into the Blinking Pool. The slippery bone walls might be climbable and allow escape.
  - Make an Athletics Check with Disadvantage to escape the Blinking Pool through the river. It takes an hour.
- There are fish in the pool, oblivious to their surroundings. Search Check: A corked bottle with a message inside floats in the pool. The message reads, "Brother Uthrad, should this message reach you, follow the water..."
- The water merges with a stream of green slime that funnels through a wide, pulsating tunnel leading to Area 28.

AREA 27: DEAD REND

This putrefying cavern stinks of moldy, rotten decay.

- Smelly, slippery floors squish underfoot with rotten meat and vegetation. Make a Vitality Check to avoid becoming **WEAKENED** by the miasma of death.
- Fungal blooms spring from the bone piles of hapless adventurers who have been swallowed by the Blinking Pool. Search Check: There is a random *Magnificent* item amidst the bone piles.

AREA 28: THE GRAVEY BOAT

- A piecemeal ship built from half-digested wagon parts bobs on a river of churning slime and babbling, bubbling gunk.
- A **MANDRA** (L3-B) hails the PCs, astonished to see another living soul inside the great monster of the Blinking Pool. The mandra calls herself Curlee Lou and invites the PCs to join her if they will help crew the boat.
- The slow river of slime turns into roaring rapids. A horde of hungry **MUTANTS** (L2-G) attack the boat as the river ultimately leads to Area 29. If not stopped in time, the boat will crash and wreck at the Great Blockage.

AREA 29: THE GREAT BLOCKAGE

A massive wall of decaying, digesting junk and bones with a slime vortex at its base.

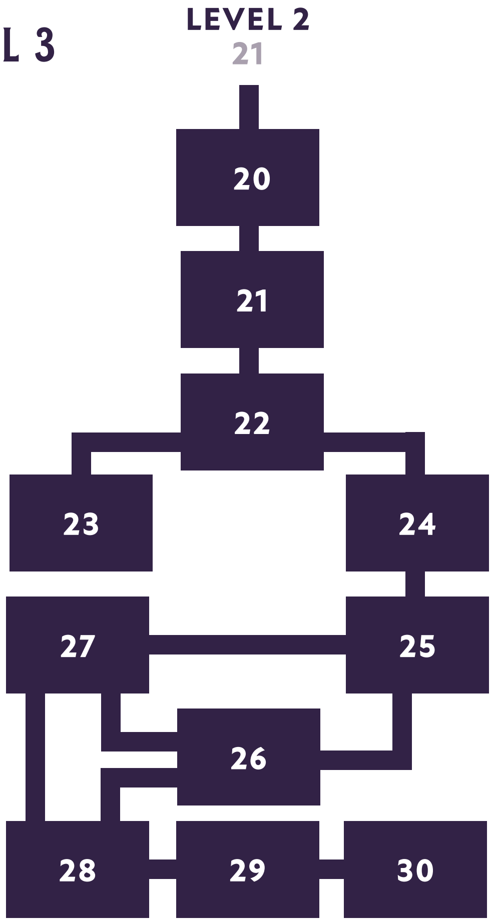
- The passage is entirely blocked by a wall of detritus and a group of slow-moving **MUTANTS** (L5-G) who lurch into the slime river removing debris. The mutants are hostile, but they are focused on removing the blockage, as if they were cells in the Blinking Pool's body trying to fight off a disease.
- The blockage is mostly caused by a huge stone slab covering the flesh. The stone is actually a part of the Blinking Pool, as if the creature itself is partially petrified. This is the source of the Gibbering Maw's discomfort.
- A small passage to Area 30 is buried in the junk, but the mutants will fight anyone who approaches it.

AREA 30: THE PETRIFIED FLAB

A flabby bed of fat is slowly transmogrifying into stone.

- A room beyond the blockage is slowly transforming from flesh into stone.
- A terribly injured **FELMOG KNIGHT** (L7-C with one-fourth Courage) named Uthrad is clinging to both his own life and *Stonesmiter*, a powerful *Relic* sword. In a desperate gamble, Uthrad turned the sword on the Blinking Pool's molten belly and cursed it with petrification. Due to the creature's sheer size the process of turning the Blinking Pool to stone will take 9 days.
  - *Stonesmiter*. 0/3 Charges. Grants +3 Dread. On a Critical Hit, use 1 Charge to **CURSE** the target, transforming them to stone (except *Undead*). Mettle Check to resist, and if successful, the transformation happens over the course of 3 days instead.
    - Spend 5 XP: Replenish 1 Charge by hacking at a large stone for an entire day.
- Uthrad will die if not helped. He was on a quest to find another *Relic*, a pair of swords called the *Twin Swords of the Ever-Princes* (p283), but in his search he fell prey to the Blinking Pool.
  - After finding the swords he intended to go to Audrastica's Keep (p240) to meet with his comrades.

LEVEL 3



Graveyard of Dragons

Hex 45.35. Long ago, when the first dragon king ruled the Land of Eem, it was decreed that when a dragon died, its body would be taken to the darkest depths so that no thrall or subject would ever see it. The dragon king, paranoid and cruel, believed that should a dragon's death be witnessed, those under the shadow of their wings would no longer view them as invincible and may rebel. Today, the Graveyard of Dragons is a desolate place where even **MORGLOGS** dare not tread for fear of angering the dragons' ghosts.

WHAT'S THERE

DRAGON BONES

Lots and lots of **DRAGON BONES**, buried and half-buried. Few folk have the nerve to dig through the graveyard of a dragon, let alone hundreds of dragons. The souls of dragons cling to this world like those of no other creatures in Eem. And the most powerful of them preside over their bones like kings for all eternity. **LORGAD** builders and armorsmiths, however, are some of the most avid **DRAGON BONE** hunters and use the bones as much as possible in their recipes.

SEARCHING FOR DRAGON BONES

- PCs can look for dragon bones suitable for use in special Crafting recipes (Gather Materials Check).

1–2	Gather no **DRAGON BONE** and roll a Perilous Encounter.
3–5	Gather no **DRAGON BONE** and roll a Dangerous Encounter.
6–8	Gather one **DRAGON BONE** and roll a Dangerous Encounter.
9–11	Gather one **DRAGON BONE**.
12+	Gather two **DRAGON BONES**.

THE BONES OF THE DRAGON KING

The bones of the first dragon king lie in the center of the graveyard like a mountain a hundred feet long and fifty feet high, with bony wings that splay across the landscape. The final resting place of the first Dragon King, Decima Natholgas, is cursed. Anyone who touches the bones must make a Mettle Check. On a 5-, the individual is **CURSED** with 3 **CURSES**:

- Gold to Dust. Money that you don't spend turns to dust at the end of the day.
- Bad Luck. You can't use Quest Points to increase a Check.
- Dark Heart. You have a strong desire to lie, cheat, and steal.

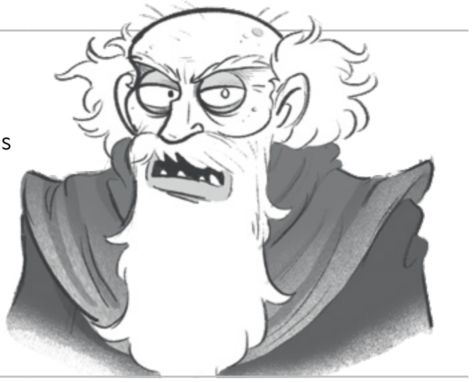
RUMORS

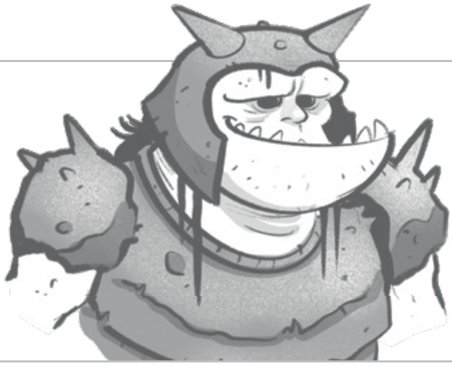
- Danger and vast riches are hidden amongst the bones of the Graveyard of Dragons
- A sorcerer who can translate the memories of the dead dwells in the Graveyard of Dragons.
- Lorgads dig for bones in the Graveyard of Dragons, which they use in crafting.

VOSH ANAR

A mangy, petty sorcerer with a reputation as a harmless old man, Vosh wanders the Graveyard of Dragons, unearthing and studying the skulls of some of the largest and most storied dragons to ever roam the world.

- **Traits:** Obsessive, excitable, uninterested in small talk.
- **Motivation:** Extract the memories of dead dragons to learn their secrets, namely the location of their treasure hoards.





GELMET THE APPRENTICE

Out on his final apprentice trial before ascending to armorsmith, the **LORGAD** Gelmet desperately wants to succeed and make his ancestors proud. But while he is a talented smith, he lacks significant combat experience and is struggling to defend himself in a perilous landscape.

- **Traits:** Lanky, humble, thinks deeply when he speaks.
- **Motivation:** Carry on the traditions of his ancestors.

QUESTS

HOARDING MEMORIES

Vosh Anar might be eccentric, but he's onto something big! He believes that by gathering enough dragon skulls, he will be able to commune with the dead and extract their memories to learn the forgotten history of the Age of Dragons. Vosh is offering a pouch of Ancient ⛁ for collecting 3 dragon skulls. But he warns that a **CRAGNARK** roams the area, hunting for **LAVAGOGS** who have come from the Searing Mantle to cool.

- Use the Searching for Dragon Bones rules above, but with Disadvantage when trying to find skulls. On a 1–2, the **CRAGNARK** (L6-C) attacks the PCs.
- Vosh is over-eager to conduct his spell, which he is working furiously on in his rickety camp. The moment the skulls are in his hands, he will begin the ritual, paying the PCs and promising them twice the amount if they are patient.
- When Vosh casts the spell, the ghostly head of a giant dragon suddenly appears in a flash of blue light. It demands to know why it is not at peace and threatens Vosh and the PCs. Instead, Vosh commands the dragon to tell him the location of its hoard. The dragon inhales to torch Vosh, but when the fire releases, it is nothing but spectral vapor. The dragon is completely enslaved by Vosh, who gloats that the dragon will not be freed until its hoard is revealed.
- Vosh offers the PCs a share of the hoard if they help but will defend himself if necessary. He won't release the dragon unless he is defeated.
- The enraged dragon shares the location of its hoard in the Shimmer-Snow Steppes (Hex 36.23) but also says that if they find it, their doom will meet them. The dragon lets out a howl so loud that it inflicts 1d8 Dread to everyone. The **CRAGNARK** hears this and attacks Vosh's camp.
    - The howl alerts the dragon's sister, Kar'natha the Grand, a **DRAGON** (L7-C) who descends upon her brother's hoard to guard it. Kar'natha awaits any who approach the hoard and seeks revenge for her brother.

THE ARMORSMITH

Gelmet, a **LORGAD** apprentice is on his final trial before he becomes a full-fledged armorsmith. In lorgad culture, armorsmiths are revered because they prolong life and provide protection in a cruel, dark world. But Gelmet is struggling in the Graveyard of Dragons, where danger lurks around every corner and under every splintered bone. If you accompany Gelmet, he will fashion Dragon Bone Armor for one of you.

- Gelmet is seeking 5 **DRAGON BONES**. Use the Searching for Dragon Bones rules above.
- If the PCs establish strong ties to Gelmet, he will share the lorgad Crafted recipe for *Dragon Bone Armor*. **DRAGON BONE + JUGGERNITE CHIP**. Heavy Armor. Once every Combat, gain +3 Block for a round.

VOICE OF THE DRAGON KING

Gelmet the **LORGAD** is spooked beyond words after a supernatural experience. The Bones of the Dragon King, which splay out across the middle of the graveyard, spoke to him. In a voice like death, the spirit of the dragon bid him to go to a place called the Lair of Shadows and uncover its many secrets and treasures. Despite his great fear, Gelmet feels compelled to answer this charge. Will you join him on this quest? No doubt, great honor and respect will be heaped upon your names should you live to tell the tale.

- In actuality, the spirit of the Dragon King did not speak to Gelmet. Instead it was a **NEVERWERE** (L5-B), skulking in the graveyard, whose intent is to send Gelmet to his doom.
- Recently, **THE NEVERWAS** resurrected the shadow of the Dragon King, Decima Nothalgas, who once ruled a kingdom of dragons in the Abyss where the Lair of Shadows (p321) now lies.
- The **NEVERWERE** follows Gelmet to the Lair in hopes of corrupting the lorgad's dreams and wishes. Gelmet's greatest desire is to bring honor to his people, which will be tragically subverted if Gelmet is lost forever in the dungeon, or worse yet, taken as a thrall of the shadow dragon that dwells there.

Idol of Zog

Hex 20.34. The enormous skull of a long-forgotten being rests on a desolate landscape, and a perpetual, mysterious light glows from its hollow sockets. None know the origin of the skull, but deep **TROGGLES** have come to worship it, referring to it as Zog. The troggles believe that Zog speaks to them, offering wisdom and knowledge, and for years, they have obeyed its commands.

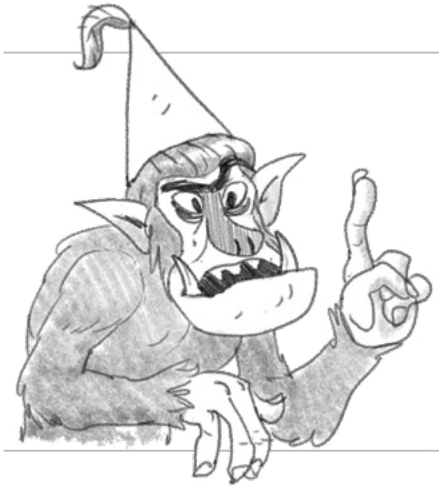
The troggles congregate on the outskirts of the massive skull, arguing and grunting at each other incessantly about the wisdoms of Zog. Few outsiders have ever witnessed the miracles, for the troggles are often hostile and protective of their small but mighty realm. Approaching the Idol of Zog is a risky proposition, to be sure.

WHAT'S GOING ON

- The Idol of Zog is the vast buried skeleton of an ancient titan and is not supernatural. Instead, there is a shrym explorer by the name of Herman Zog living in the skull.
- Years prior, Herman was attacked by troggles and fled into the head with an electric lantern. The lantern flooded the skull with light, terrifying the troggles into submission. Thinking on his feet, Herman shouted from the head, proclaiming himself to be the Mighty Zog and that all should obey him. Ever since, the troggles have done so, having no idea of the secret.
- After years of being kept at bay by Herman, the troggles now believe that they must embark on a crusade to bring Zog's wisdom to the Underlands. Despite continuing to make commands, Herman can no longer get through to the troggle zealots and fears revealing himself.

RUMORS

- Deep in the Abyss, apes worship the gargantuan skull of some ancient thing.
- A shrym named Herman Zog went missing years ago, and his brother is in the Underlands searching for him.



LORKEK, THE GRAND ZOGARIAN

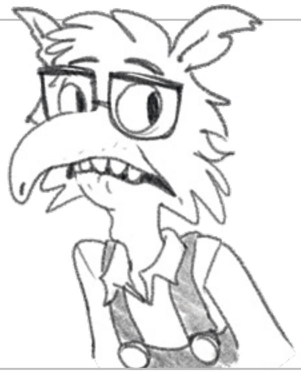
Leader of the deep troggles, Lorkek is a fanatic who has won the hearts and minds of earnest troggles who believe Zog is a supernatural being. Lorkek is a short, rail-thin troggle easily identifiable by his tall, red, cone-shaped hat.

- **Traits:** Cunning, secretly non-superstitious, spits when he speaks.
- **Motivation:** Lorkek knows that Herman is hiding inside of the skull and uses this knowledge to his advantage to command the other troggles. Lorkek wishes to see himself on a throne as a ruler of the Abyss.

HERMAN ZOG

The shrym explorer secretly hiding inside the idol, Herman accidentally convinced the troggles that Zog was supernatural, after escaping them some years ago. Ever since, the troggles have brought him offerings, which he lives off—but living inside the skull all these years has made him stir-crazy.

- **Traits:** Cowardly, inventive, stutters and pulls his hair.
- **Motivation:** Escape the troggles without drawing their rage for having fooled them for so long.



QUESTS

THE WRONG HEADSPACE

The Idol of Zog commands the outlanders to enter its mouth to receive a special message from his magnanimousness! The troggles cower and beg for the outlanders to do as Zog commands, refusing would be a great insult! Entering the Idol of Zog, it's clear that something isn't right. The glowing eyes' light seems to be coming from the brain pan, and there is a staircase carved into the bone skull that leads up to a small hatch. Inside, the true identity of Zog, the shrym explorer, Herman Zog, is obvious. Herman recounts that he never meant for the ruse to go as far as it has, but he was fearful for his life and tricked the troggles before they could catch him. Now, he asks that you come up with a clever way to help him escape without the troggles discovering his secret.

- To make matters worse, the troggles no longer listen to every command Zog provides. Instead, more and more, they are swayed by Lorkek, The Grand Zogarian, a kind of spiritual leader who regularly rouses the troggles into a fury.
- Lorkek actually knows Zog's secret and will try to prevent Herman from escaping. Lorkek intends to keep Herman prisoner as long as he can so that he can "enact Zog's will" to favor himself and his own plans. Lorkek commands a group of fanatical troggles who will do whatever he commands and have no idea about Lorkek's true intentions or Herman's secret. If they learn about them, Lorkek will be in big trouble!
- **HEROIC TITLE ACHIEVEMENT:** Save Herman Zog.
  - ***The Heretic*** ♔. The PC can't be swayed, tricked, or **ENSORCELLED** by cultists or ideologues.

THE BIG BODY POLITIC

Herman Zog, an explorer, has been trapped in the giant skull for years. He explains that he originally came to the Abyss in search of an ancient titan skeleton such as this, which modern folk know nearly nothing about except in old legends. When Herman ran into the skull to hide, he discovered tunnels and chambers beneath the skull that lead through the rest of the skeleton's hollowed bones. But he's been unable to explore far without risking the troggles discovering his secret.

- A narrow, spiraling staircase, carved from the center of giant vertebrae, leads into a network of chambers within the giant, humanoid creature's skeleton. The creatures and critters inhabiting the Skeletal Dungeon are unaware of the world outside of the skeleton. However, these denizens of the bones live in fear of a terrible monster that dwells in the crooked, spiny tail: a deadly **CACKLING SHADE** (L9-C) that was drawn to a **GLOOM**-infused artifact.

THE SKELETAL DUNGEON LAYOUT

LEVEL 1: THE HEAD

AREA 1: HERMAN'S HIDING PLACE

A staircase within the titan's neck bones leads down from the hollowed-out brainpan of its gigantic skull.

- A baby giant inkpot spider (as **INKPOT SPIDER** L1-B) waits to catch Herman Zog, who has gone up and down the stairs many times.
- The bone stairs leading to Level 2 are brittle and will collapse. Anyone not nimble of feet will take a spill, falling into Area 2.

LEVEL 2: THE TORSO

AREA 2: THE HEART CHAMBER

A giant, gray, petrified heart hangs from mummified sinews that look like the rigging of a ship.

- Bundles of sticks and a black coins are strewn at the base of the giant mummified heart.
  - Lore Check: The coins are called Witch Sovereigns (Ancient 🪙) and are made from a byproduct in the refinement of starfell steel. It has been ages since they were likely minted in the realm now known as Felmog. They hold historical significance with **FELMOG KNIGHTS** and most **WITCHES**.
- The petrified heart is as hard as stone and has several deep, cylindrical holes in it. It looks like someone took core samples of the heart itself. But why anyone would take core samples of a titan's heart is unclear.
- Two tunnels diverge, one to Area 3 and one to Area 4.

AREA 3: THE RIGHT LUNG GARDEN

Strange, plant-like organisms glow pink. Their soft appendages bob and wriggle. The ground is squishy and pink, and an acrid, smoky smell hangs in the air.

- Troggle bones are strewn throughout the chamber.
- The plant-like appendages (as **BOGSNAPS** L1-B) reach slowly for anyone passing by, trying to entangle and engulf them.
- If anyone is entangled, a huge, mutated **BOGSNAP** (L5-B) emerges from a mound of wriggling appendages to attack.
  - There are 3 tunnels leading off from this area:
  - One connects to Area 4.
  - One leads up and to the right to Level 4.
  - One leads down to Area 5.

AREA 4: THE LEFT LUNG GARDEN

A mirror of the Right Lung Garden, but with still, white, plant-like organisms that are cold and hard to the touch.

- There are no living appendages in this chamber.
- A rusty compass lies discarded in one corner of the room among troggle bones everywhere.
- The gooey black webs of a giant inkpot spider hang from the ceiling. There is no other sign of the spider though.
- There are 3 tunnels:
  - One connects to Area 3.
  - One leads up and to the left to Level 3.
  - One leads down to Area 5.

AREA 5: THE BOILING BELLY

At the bottom of this rocky, steep chamber, a boiling lake of dark green bile hisses with heat.

- The dark green lake is made of the long-dead titan's pure, molten bile. The bile inflicts 1d12 Dread upon entry.
- On the western shore of the bile lake there is a disfigured, half-melted skeleton of a human who looks to have crawled clear of the lake and perished. Search Check: The skeleton's outstretched hand reaches towards an ancient, shattered onyx jar, now strewn on the ground.
- A group of pale, green-tinted **LAVAGOGS** (L3-B) bask in the bile and will attack PCs that approach the lake. They have had little food lately.
- A passage at the bottom of the acidic lake leads to Level 7, but PCs must make Swimming Checks with Disadvantage to reach it, and Failures result in suffering 1d12 Dread.

LEVEL 3: THE LEFT ARM

AREA 6: THE HUMERUS PIT

A tunnel of bone leads straight down like a well. The only way down is to climb.

- More black giant inkspot spider webs hang from the walls. They are sticky and could **ENTANGLE** PCs.
- Further into the pit there is the husk of a giant inkpot spider, its exoskeleton empty and flattened against the walls like a parachute.
- At the bottom of the pit a gaunt-looking, featherless **CACKLETRICE** (L4-B) titters with glee as it hungrily approaches the PCs. It has a black collar around its neck that pulses with magic.
- The cackletrice can be convinced to reveal its history; it was the hunting companion of an Overlander who came to the skeleton long ago. The creature cannot remember why they came, only that it was gloomy business and not funny at all.
  - The collar is **CURSED** and must be keeping the cackletrice alive, because it looks undead.
- There are two tunnels: one leads to Area 7, the other to Area 8.

AREA 7: THE ULNA PATH

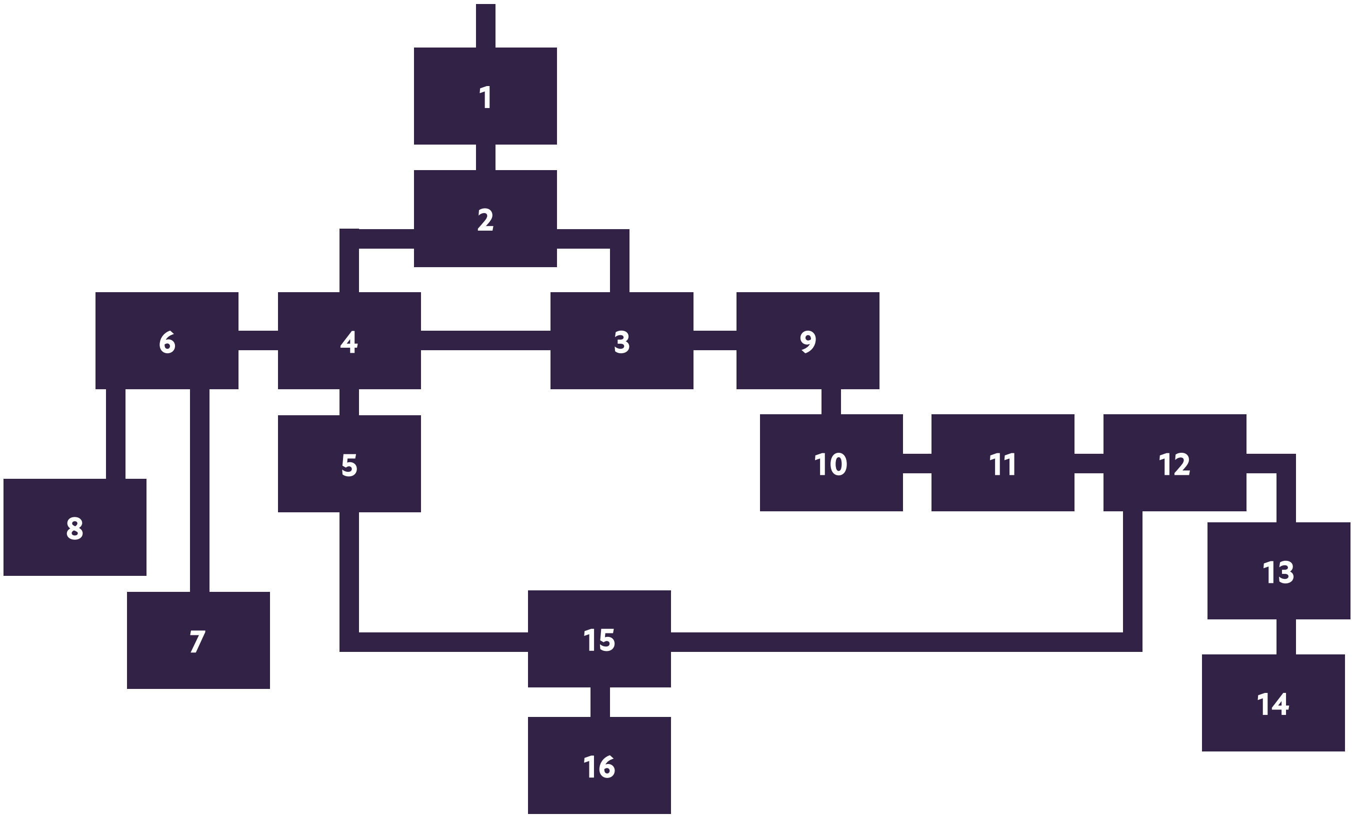
A tight squeeze of a tunnel. Jagged, petrified bone fragments cast shadows like monstrous teeth.

- Hidden in the shadows is a **DARKLING** who stole the shadow of an explorer some time ago. Now the darkling awaits anyone who can lead them out of the skeleton so they can be free again. They fear the calls of the **GLOOM** and the creature below.
- This area is a dead end.

AREA 8: THE RADIUS PATH

A tall, narrow tunnel is pocked with pits and holes in the wall. Bone fragments protrude from the walls like teeth in muddy gums. Pale crustaceans without names skitter around.

- The two heads of a hunched and crooked-looking **MORGLOG** (L6-B) whisper to each other as it chips away at bone fragments in the walls and tosses them into an open flame. Referring to itself as The Crooked One, its two heads swivel to protect its campsite, fearful of the PCs.
- The Crooked One is hostile to any PC who disturbs any of the bone fragments embedded in the walls. Otherwise, the morglog is harmless. It is afraid of the terror that dwells in the titan's tail and warns the PCs not to go any deeper or risk certain death. If questioned, the Crooked One doesn't know details, only that the precious ancient bones are poisoned by curse magic and can only be cleansed by fire.
- A crustacean roasts above the morglog's campfire. It smells delicious and replenishes 1d4 Courage.
- This area is a dead end.



LEVEL 4: THE RIGHT ARM

AREA 9: THE MARROWS

This red cavern is reminiscent of a mine, with piles of dark red ore stacked in pyramids.

- Wilderness Check: The red ore is actually petrified bone marrow.
- A horde of sleeping **REEGALDEEKS** (L4-G) hangs from the ceiling and will attack if woken up.
- A rusty sword has a chain hanging from its handle. Lore Check: Felmog **CULTISTS** are known to chain weapons to their wrists.
- A dirt tunnel leads to Level 5, ending at an iron door. If the PCs knock, someone says, "Who is it?" in a neutral tone.

LEVEL 5: THE LEFT LEG

AREA 10: THE FRIENDLY FEMUR

A strangely ornate hall has been carved out of solid rock. Figures of animals line the walls, chipped out of the stone with a chisel. A bone table stretches across half of the chamber.

- A sad **DWELF** (L7-C) called Old Ree sits at the end of the bone table as if expecting guests. The dwelf, a haggard woman in a chair, peers up from a bowl of soup and squints at the PCs, saying, "Ragamuffin, is that you?"
- Old Ree has lived in the femur of the titan for many years with her beloved **TUNNEL CAT**, Ragamuffin. But the cat has gone missing. Old Ree always warned Ragamuffin to never stray too far, for there are dark things that lurk below.
  - If asked why Old Ree even lives here, she simply says that this is where she deserves to live. Her people shared magic with the world, and the world suffered for it. So now Old Ree suffers.
- Old Ree shares that the titan was but one of many who ruled the Underlands long ago. This one was called Orgodan the Longstrider and perished after eating something evil and malicious that didn't sit well in its stomach.
  - The titan ate the **CULTIST** in Area 5, whose onyx jar of **GLOOM** shattered, releasing the terrible force within, which has now settled in the tail.
- Old Ree proposes that if the PCs find Ragamuffin, she will repay them with a home cooked feast (which grants +1 Courage permanently).
  - Unfortunately, Ragamuffin was eaten by a monster in Area 15, but Old Ree will be grateful for the cat's bones to be laid to rest.
- The door at the other end of the room leads to Area 11.

AREA 11: THE PELVIC BRIDGE

- A narrow pass hewn of bone crosses a wide, circular chasm.
- The bridge connects Area 10 to Area 12.
- PCs can hug the wall on the right as they traverse the precarious pass. The chasm to the left is deep, and a terrible smell wafts from above in the cold air. The far wall of the cavern (which separates this area from Area 15) is not made of rock or bone, and it seems to be black, glistening, and organic.

AREA 12: FIBULA'S FOLLY

Two tunnels look to have collapsed together, with a deep fissure between them.

- The PCs can hear an echoing whistle coming from the bottom of the dark fissure. Seeing the bottom is impossible without climbing down. Perception Check: The whistling sounds like it might be a **DWEORG**, though it is actually a **PITWHISTLER** (L5-B)!
- There are large cat-like footprints on the ground. These were left by Old Ree's pet **TUNNEL CAT**, Ragamuffin.
- An old rope is tied to a large bone fragment and hangs down into the cavern. But it's very old and could snap if more than one person climbs down at once.
- At the bottom of the fissure, a winding, narrow passage leads to Area 15: The Dark Coil.

LEVEL 6: THE RIGHT LEG

AREA 13: LONGBONE BARROW

- Burial mounds fill a long tunnel with petrified bone walls.
- Small burial mounds litter the ground, several of which look like they've been disturbed. Digging into a mound reveals small humanoid skeletons, that of pale folk.
- If the PCs linger, a **PALE FOLK** (L3-C) with a staff made from an animal's spine emerges from a hole in the ground, demanding an explanation for why the PCs are disturbing the burial mounds. The pale folk has no idea they are living in the excavated tunnels of a titanic skeleton and commands the PCs to answer a riddle or face the curse of the elder folk!

Invisible though I be, I nibble courage like a flea
No lungs or heart or head, yet I whisper, though I'm dead
Cold, I roam and call the shadows my home.
Heed my knocks, forget your locks,
I always find the way beneath your bed.
What am I?

ANSWER: A ghost

  - The pale folk will allow the PCs to leave if the riddle is answered correctly, otherwise, it will seek justice for the trespass and summon a cloud of **GNASHFLIES**!
- A broken passage connects to Area 14, but the PCs must clear rubble away to use it. The pale folk will absolutely get angry if the PCs make a mess.

AREA 14: THE THE HEEL

This sunken chamber is dank and still. Pools of water stink with stagnation. Yellow webs of fungal weeds grow from the pools like hundreds of wriggling worms.

The fungus is more than alive; it is literally crawling out of the water with a mind of its own. Anyone who can talk to animals or plants perceives that the fungus is talking with itself, complaining that it is time for a move...the Tail is far too haunted, and this fungus, for one, is headed for moldy pastures in the Fungal Jungle.

- Speaking with the fungus reveals that a monster haunts a gloomy nest farther along at the bottom of the tail cavern.
- The pools are far deeper than they appear. A group of blind, albino **LIGER SHARKS** (L5-B) patrol the bottom of them.
- A glittering Ancient Hoard is in the largest pool.

LEVEL 7: THE TAIL

AREA 15: THE DARK COIL

This dark, winding tunnel is filled with mist. Torches and lights dim in the tunnel unnaturally.

- The entire tunnel is filled with drifting **GLOOM**. The smell is putrid, like rotting corpses.
- Polyp-like growths on the wall froth and bite at anyone that passes through (as **FUNGHOULS**).
- The bones of a **TUNNEL CAT**, presumably Ragamuffin (see Area 10), are strewn in the corner, unceremoniously. An unfortunate meal for the **CACKLING SHADE** in Area 16.

AREA 16: THE GLOOMY NEST

A festering, black pit oozes with black fluid on its walls.

- The entire chamber is filled with **GLOOM**.
- The floor is black, polished, and segmented with what looks like tile. However, it is actually the coiled bulk of a terrifying **CACKLING SHADE** (L9-C). As the PCs walk on it, it shifts, setting off a hollow, clicking laughter that reveals the grimacing head of the perilous beast!

The Shadow of Lost Wishes

Hex 24.33. Once the resting place of the third shard of the Wishing Stone, one of the most powerful *Relics* to ever exist, a strange haze of dark magic still hangs over this area. However, what remains now is nothing compared to the swirling storm of evil magic that roiled here not too long ago, before the shard was found and the Wishing Stone destroyed.

HISTORY OF THE LOCATION

Created by dwelfs, the *Wishing Stone* was meant to bring good to the world. The dwelfs wanted only to share the magic of the Starfolk with the rest of the people of Eem, so they used the stone and wished for it. But instead of bringing wonders, the stone brought turmoil and strife as people coveted the power of magic, corrupting its might and using it against one another.

After this, the dwelfs vowed never to use the Wishing Stone again. When they couldn't destroy it outright, they cast its three indestructible shards into the far reaches of the Abyss. Two of them were found and fought over, but the third shard was lost for thousands of years. And in that time, a wellspring of dark, corrupted magic festered and grew from the shard in a black shadow—all of the unfulfilled wishes that could have been but never were. All of the lost dreams of the world manifested in a frustrated storm of untapped potential.

Eventually, the infamous dungeoneer Lazlar Rake and his Exiles discovered the location of the shard. Rake even managed to use one of the remaining wishes of the Wishing Stone. But in the conflict between the Exiles and the students of Dungeoneer Academy, the stone was ultimately destroyed and much of the dark magic dissipated in a blaze of light.

WHAT'S THERE

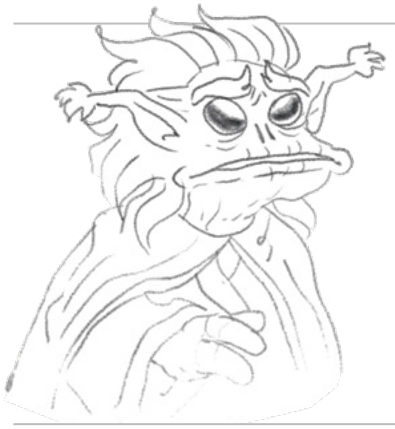
Coined by the famed dungeoneer Shane Shandar in his account of the battle with Lazlar Rake, the Shadow of Lost Wishes is not a place that people seek or visit, even after its discovery. The area exudes an ominous vibe, almost like **GLOOM**. In fact, the black shadowy haze and **GLOOM** are quite similar, both the result of corrupted magic, bent and twisted over long years.

THE NEVERWAS

A mysterious entity that calls itself **THE NEVERWAS** was born from this location and the destruction of the Wishing Stone. This anthropomorphic shadow-being was made manifest by the corrupted magic of the Wishing Stone and all the unfulfilled wishes in the world that never came true. Together with an army of shadowy **NEVERWERE** minions, the Neverwas is bent on fulfilling wishes of power and ambition, of greed and revenge and destruction, to make up for lost desires and lost time. The Neverwas and its minions are no longer present at this location, having already spread out across the Underlands. But the Neverwas can travel at will to wherever there are neverweres, making it extremely difficult to defeat. In fact, whenever the Neverwas suffers Dread, it flees to a faraway location.

RUMORS

- ✦ The ghost of a **DWELF** wanders aimlessly in the middle of nowhere in the Abyss.
- ✦ Shane Shandar wrote an article for *Dungeoneer Magazine* that described a strange magical haze called the Shadow of Lost Wishes in the Abyss.



BIM THE DWELF

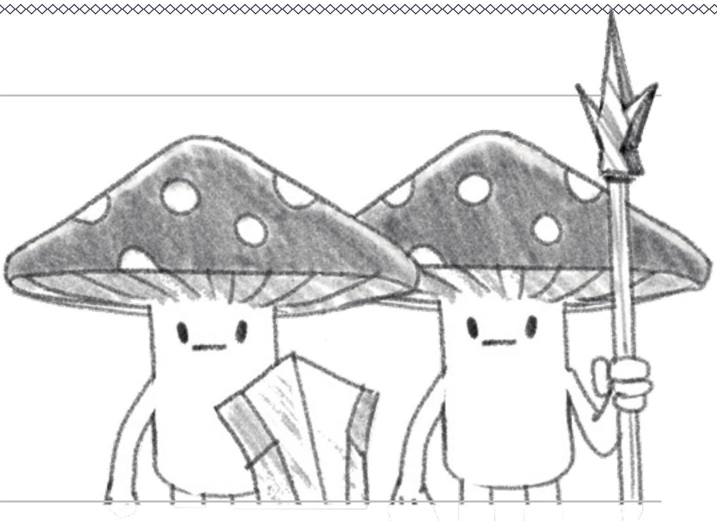
Bim once dwelled in the Abyssium Fortress before attempting to use the Wishing Stone to erase all the magic in the world. But Bim was slain at the hands of Lazlar Rake before he could complete his wish, and now his restless ghost is bound here. In life, Bim was once a wise and kind person who dreamed of a utopian world of magic, but that dream shattered along with his happiness and hope. Now his ghost wishes to make up for his latest mistakes.

- ✦ **Traits:** Regretful, melancholy, talks wistfully.
- ✦ **Motivation:** Stop the Neverwas from corrupting the world.

TYMBO'ZAMA'GOWADAX

Having split into two mushrums after a near fatal wound, Tymbo'zama'gowadax is sometimes nicknamed "the Tymbos" by their friends. Renowned in Mycelior for being both fiercely loyal and the most skilled tracker in the city, the Tymbos are currently on a quest to find whatever remains of the sacred mushrum sword, the Crystal Blaze.

- **Traits:** Stoic, extremely loyal, finish each other's sentences.
- **Motivation:** Recover anything that remains of the Crystal Blaze.



QUESTS

THE NEVERWAS

Bim the dwelf laments his part in shaping the current world—a world corrupted by magic and greed. He and his ancient cohorts had the best of intentions when they created the Wishing Stone, but it has wrought so much sorrow for the world. And now, a being that calls itself the Neverwas has emerged from this tainted place—a living fiend of shadow, made manifest by the lost wishes of the world, wishes it aims to make come true. But the Neverwas is not some benevolent force...no, it is twisted and vile, bent on wishes of power and greed and destruction. You must help find and stop the Neverwas. Bim suspects the being has already spread out across the Underlands.

- See the Neverwas Questline (p329).
- If the Neverwas is defeated, Bim is finally able to be at peace. His spirit appears before the PCs and he thanks them. "Perhaps the Land of Eem is worth saving, after all, if there are folk such as you... left in the world..."
- **HEROIC TITLE ACHIEVEMENT:** Defeat the Neverwas.
  - ***Bim's Hope* ♔.** All PCs gain +1 Courage. One PC gains the following Ability: Each session, cast a spell of bright light that repels magical blight or corruption and inflicts 1d12 Dread against any evil Adversary.

THE HILT OF A HUNDRED HEROES

A pair of mushrum folk named Tymbo'zama'gowadax (or the Tymbos for short) have ventured to the Shadow of Lost Wishes in their search for the fabled *Relic*, the Crystal Blaze, AKA the *Sword of a Hundred Heroes*. The sword is a mushrum heirloom which is rumored to have been shattered into a million pieces at this very location. Its previous wielder, the great Coop, Son of Cooper, used the weapon to destroy the *Wishing Stone*. The event nearly killed him, and in the process the sword was destroyed. But the Tymbos have been tasked with finding any shards and bringing them back to Myko'munda'doppa'lopolis for posterity. They are gathering tiny fragments of the sword and looking for the hilt. If you can help them, you will have friends in Mycelior.

- Make a 12+ Exploration Check to find the hilt of the *Crystal Blaze, Sword of a Hundred Heroes*.
- Minions of the Neverwas called **NEVERWERES** (L8-G) haunt the area and a horde of them will attack anyone that finds shards and the hilt. They hate the Crystal Blaze with all their being because it destroyed the *Wishing Stone*.
- If the PCs find the hilt, the Tymbos offer to travel with the PCs to the Fungal Jungle. They are a powerful pair of mushrums and are useful to have as companions (Attack:+2, Defense:-1, Courage:16, Dread:1d10). The PCs will also be welcomed as friends in Mycelior.

The Shovelwise House

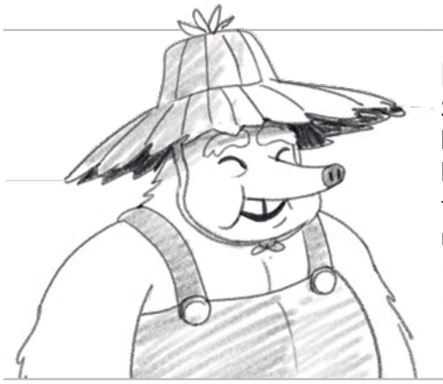
Hex 46.29. Delmer and Gemma Shovelwise, two old-timey moledwerps, live out their happy days with a pack of **QUOBS** in this humble abode. The couple is extremely hospitable and have offered wayfarers a warm meal, fire, and blanket on many occasions. Consisting of a big kitchen, toasty hearth, homey living area, and a quaint master bedroom, the house is very comfortable, and tends to remind visitors of their best memories with their grandparents. When they're not working with Delmer or asleep, the quobs spend most the day outside eating from a big trough or lounging in a big pile while Gemma cleans their fur.

RUMORS

- A friendly moledwerp couple in the middle of nowhere leaves their light on for strangers.

OUTBOUND RUMORS

- Strange things have been creeping out of the Dwark.
- Some say that the powerful wizard Gloomy Gus has perished.



DELMER SHOVELWISE

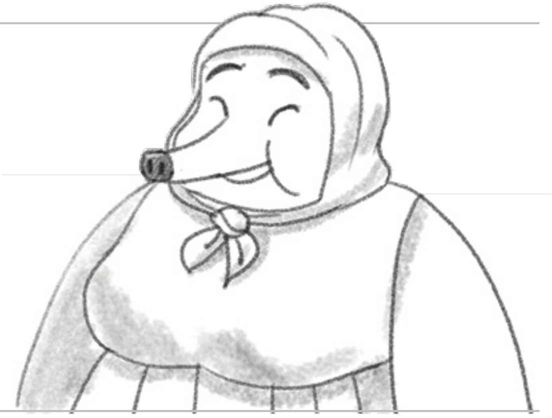
Salt of the earth and humble to a tee, Delmer Shovelwise leads a happy, simple life farming **DUSKNUGGETS** with his faithful wife and team of quobs. Though he hasn't really traveled away from his home, Delmer loves talking and has a story for every occasion. He's constantly chatting with his quobs, who may or may not understand a word he says.

- **Traits:** Nonstop gabber, generous, chuckles heartily.
- **Motivation:** Keep living a happy life with Gemma away from all the hullabaloo, despite all the spooky things that have been happening lately.

GEMMA SHOVELWISE

Extremely friendly, Gemma would cook up a feast for a total stranger—and has actually done so on several occasions. She's warm and motherly, and she always tries to make everyone around her comfortable and content. Most of her day is spent taking extra special care of the Shovelwise quobs, who live like royalty. Gemma's lilting laughter is often the first thing folks encounter when they come upon the couple's house.

- **Traits:** Welcoming, puts everyone at ease, tells you to keep eating.
- **Motivation:** Care for her home and husband and especially her dear quobs who are like her children.



QUESTS

GLOOMY GUS IS GONE

Rumor has it old Gloomy Gus went and disappeared. He lived down there in the Dwark. But it would seem someone else has taken up residence in that there old fortress of his. Someone downright nasty. Say what you want about Gloomy Gus, but he kept to himself, and he kept his place free of nasty fiends and whatnot. It would be heroes' work to travel down there and investigate what's goin' on.

- Gloomy Gus's real name is Bim the **DWELF**. He was killed by the infamous dungeoneer Lazlar Rake at the Shadow of Lost Wishes, but Bim's restless ghost still remains (p299).
- With Bim's absence, minions of **THE NEVERWAS** have occupied the dungeons of the Abyssium Fortress (p277). Their presence has attracted other fiends to the fortress and the Dwark.
- **HEROIC TITLE ACHIEVEMENT:** Rid the Abyssium Fortress of **NEVERWERES**.
  - ***Hero of the Dwark*** ♔***.*** PC gains the goblin Folk Perk: Undersight.

TROUBLE ON THE WAY TO DUSKYBOTTOM

Say, you look like some stalwart, trustworthy adventurers. Gemma Shovelwise usually makes trips to Duskybottom with her husband Delmer, but ol' Delmer's out on a **DUSKNUGGET** deep dive. And Gemma needs to leave at once to help out her sister in town. You wouldn't mind escorting Gemma to Duskybottom, would you? It can be dangerous out in the Abyss for a lonesome traveler. Gemma will keep your bellies full, that's fer sure!

- The road to Duskybottom has been dangerous lately. There are reports of rockslides and stampeding **SHARWHALES**. In fact, the reason for all this is that a **GWARGLEBEAST** is rampaging the area.
- On a Dangerous Encounter, the PCs encounter a group of stampeding **SHARWHALES** (L6-B).
- On a Perilous Encounter, the PCs encounter the **GWARGLEBEAST** (L7-C).
- Gemma is a fabulous cook, and each night after food and rest, the PCs can heal 2d6 Courage.

DEFENDING THE HOMESTEAD

Weird things have been coming out of the Dwark! Gnarly, shadowy things, taking strange shapes—some are like evil folk, others are like monsters. Delmer had to take out his blunderbuss the other night, but that didn't seem to hurt or scare them at all. Only fire kept them at bay, but Delmer's exhausted all the torches at this point. Help defend the Shovelwise House from these dastardly foes, and the Shovelwises will be greatly indebted to y'all.

- That night, waves of **NEVERWERES** attack the homestead. There are 10 minutes between each wave.
    - Wave 1: **NEVERWERES** (6xL5-G) in the shape of humans and goblins.
    - Wave 2: **NEVERWERES** (3xL5-G, 3xL5-B) in the shape of wolf and bat-like monsters.
    - Wave 3: **NEVERWERES** (3xL5-G, 2xL7-B, 1xL7-C) in the shape of humanoid soldiers, huge-mouthed lizards, and a drake.
- When confronted with fire, the neverweres must make Mettle Checks (one per Adversary Class). On a Failure, they do not attack for a round. But if enough of them gather, they will swarm to put out the flames.
- There is little rhyme or reason to the neverweres' attack on the Shovelwise House other than that they are spreading out across the Underlands and looking to ensorcell and corrupt as many folks as possible.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the waves of neverweres.
    - ***Shadowbane*** ♔. PC inflicts +3 Dread against **NEVERWERES** and **THE NEVERWAS**.

Zones

The Dwark

The ominous Dwark is a crevasse said to be one hundred stone throws deep and many more long. Moledwerps and dweorgs have many tall tales about the troubling things and terrible dangers that rest in its pitch black recesses. Those who explore here should be wary.

MODIFIERS

-2 Travel Checks
+2 Wandering Intruder Chance

WANDERING INTRUDERS

THE DWARK	
1	TOCSIN BUGS
2	NEVERWERES
3	BLINKING CAVE-INCHERS
4	EYEBATS
5	PALE FOLK
6	DWELF

WHAT'S THERE

THE ABYSSIUM CLIFFS

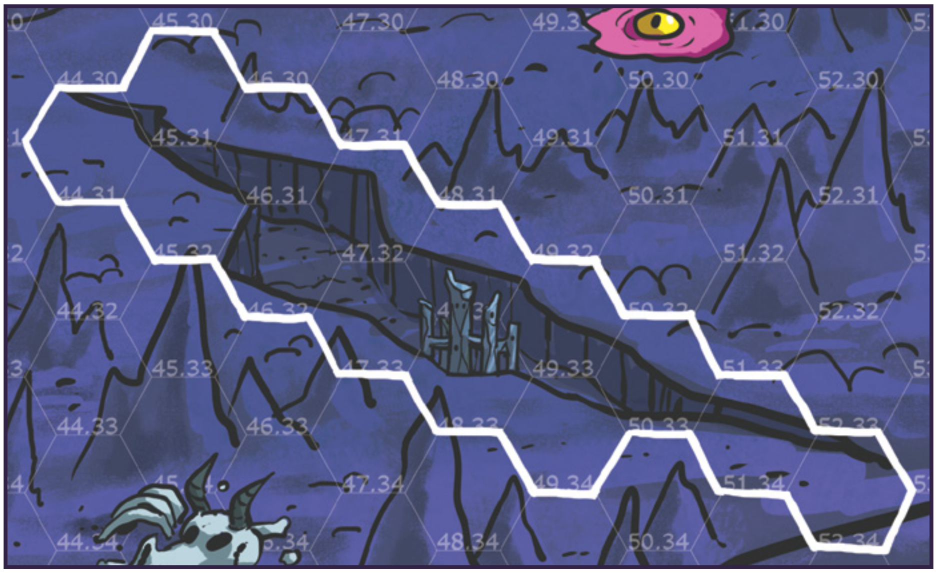
The cliffs are largely composed of abyssium, a black volcanic glass that is only formed in the Abyss. Climbing the cliffside is incredibly difficult because of abyssium's slick, sheer nature: Athletics Checks suffer Disadvantage.

TITAN'S PILLARS

Strange pillars and archways carved of abyssium, some crumbled, some fully intact, speckle the landscape at the bottom of the Dwark. Seemingly connected to the Abyssium Fortress (p277), which loremasters surmise was built by titans, the pillars and archways could be symbolic sculptures. The titans believed that the Abyss was the foundation of Eem, which held up the surface world like a great burden.

RUMORS

- Legends tell of magical beings that dwell in the deepest Dwark.
- Gems of tremendous value are discarded like lumps of coal in the Dwark.
- Sleepless evil stalks the shadows of the Dwark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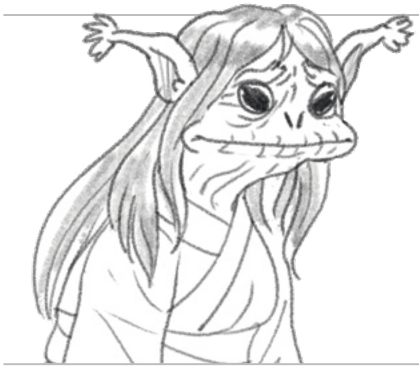


NAE

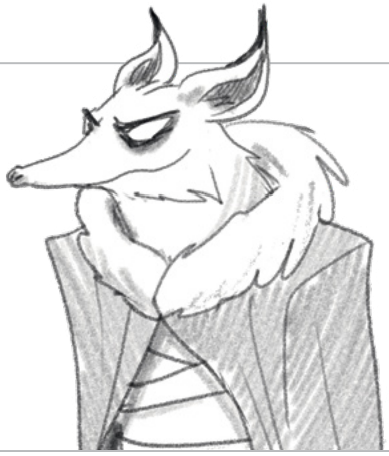
A dwelf out of time, she wanders the Dwark in a tattered hood, collecting lost grains of stardust. Silver hair falls to her shoulders, and a twinkle of hopeful light gleams in her eyes, though it is often accompanied by a sadness that can scarcely be described.

- **Traits:** Sad, distant, ancient beyond reckoning.
- **Motivation:** Collect enough stardust to conjure the spirit of a lost friend.

KASTAMYR

A wolf-faced "star catcher from the sky," Kastamyr is an enigmatic, blue-furred being of unknown origin, who chases the light of stars and collects them like gems. Kastamyr isn't fond of Eem, but navigates its cultures to his advantage.

- **Traits:** Wolfish, cunning, impatient.
- **Motivation:** Recapture a fallen star who escaped him long ago.



QUESTS

THE SISTER STAR

Nae is collecting the dust from a fallen star that was her friend millenia ago in the belief that she can reignite the star's light if she has enough of the dust. For two hundred years, Nae has searched, at last finding herself in the Abyss of the world, where the star must have settled after falling from the sky. Long ago the star was whole, and they were great friends. But an entity called the Jailer came and plucked the star away, imprisoning it in darkness. In a desperate attempt to escape, the star exploded into a thousand thousand grains of stardust. The Jailer, whose name Nae will not utter, left Eem in a fury, thinking the star was destroyed forever. Nae requests help in finding the last fragments, little more than grains of sand, so that she may complete her work. She believes the last dust is somewhere in the Searing Mantle, but she is far too weary to venture there. Nae hands over her vial of glowing stardust, and offers a **BOON** if you can find the remaining grains.

- Make a 12+ Exploration Check to find the remaining stardust in the Searing Mantle. But someone else is looking for it too: Kastamyr the Star Catcher, the Jailer that Nae spoke of. Kastamyr is a strange being, functionally a **SORCERER** (L7-C), but of no folk anyone has ever seen. He has a roughly wolfish head with a dark blue fur coat and is dressed in richly tailored robes of red with gold embroidery depicting stars.
- When encountered, Kastamyr describes himself as "from the sky." He says he has been searching tirelessly to find a star that tragically fell from the sky. Kastamyr attempts to come across as saccharine and sincere, but he is lying. He is cunning and tries to convince the PCs that Nae is the star thief and that she wishes to control its power. All stars bear a twinkling song of beauty and power, and Kastymyr covets them.
- Kastamyr will stop at nothing to recapture the stardust, including destroying Nae and the PCs. If defeated, he vanishes into a plume of blue sparkling smoke.
- If all the fallen stardust is collected, it coalesces into a single, brilliant white light and sings, happy to be free of Kastamyr. If reunited with Nae, the star sings a song so beautiful that PCs gain +1 Courage permanently.
- **HEROIC TITLE ACHIEVEMENT:** Save the stardust from Kastamyr (Bards only).
  - ***Bard of the Star Song* ♕.** Once every session, gain +5 Invigorate.

The Great Chasm

The Great Chasm is the literal entrance to the Abyss, which stretches for mile upon mile (across the entire bottom of the map), and is so deep that it swallows up all light until one reaches the burning core of the world. Caves and winding, rocky paths criss-cross the sheer cliffs like narrow blade strokes. Home to all manner of oddities, from giant creatures to miniscule critters, few who venture here attempt the steep descent, but those that do tell of strange, otherworldly sights below

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

WANDERING INTRUDERS

THE GREAT CHASM	
1	DRAKES
2	NETHER BHARGS
3	LEADRALPHERS
4	SARVANGS
5	STYGOBITERS
6	CRAGNARK

TRAVERSING THE GREAT CHASM

No one has perfected a method for descending into the Abyss—why would you ever want to unless you had a death wish?

CLIMBING

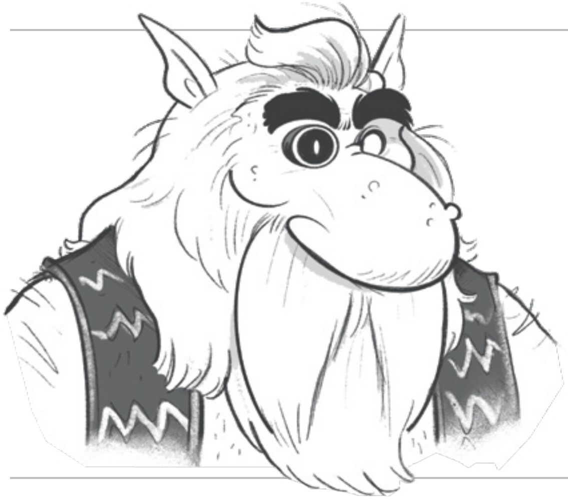
Climbing up and down the Great Chasm is possible, but very perilous; doing so without climbing gear suffers Disadvantage. Any sort of serious fall results in a Defy Death Check.

NETHER BHARG MOUNTS

A literal hole in the wall, Groog's Hatchery (p275) specializes in taming **NETHER BHARG** mounts—perfect for flying down into the Abyss. The only downside is that nether bhargs are notoriously ornery critters, and things can go sideways quickly for unskilled riders.

HOT AIR BALLOON

Hot air balloon travel is a popular method among dungeoneers who dare venture into the Abyss. The downside to this, of course, is the fragility of the hot air apparatus versus the many hazards to be faced in the Abyss. Hot air balloons can be purchased at Bartley's Barter Post (p10), Vraag Outpost (p204), and Duskybottom (p266).



ROOGOO DARWEEK

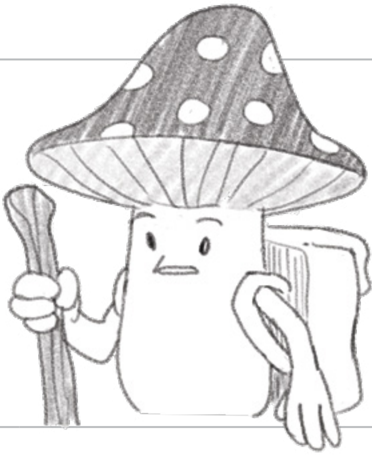
A dweorg cartographer, Roogoo is a rugged adventurer and expert navigator. Equipped with all manner of climbing gear and enough ink to fill a bathtub, he has been mapping the Great Chasm for two years, specifically mapping the best and safest route down to the Abyss. Roogoo intends to sell his routes to the highest bidding dungeoneering corporation.

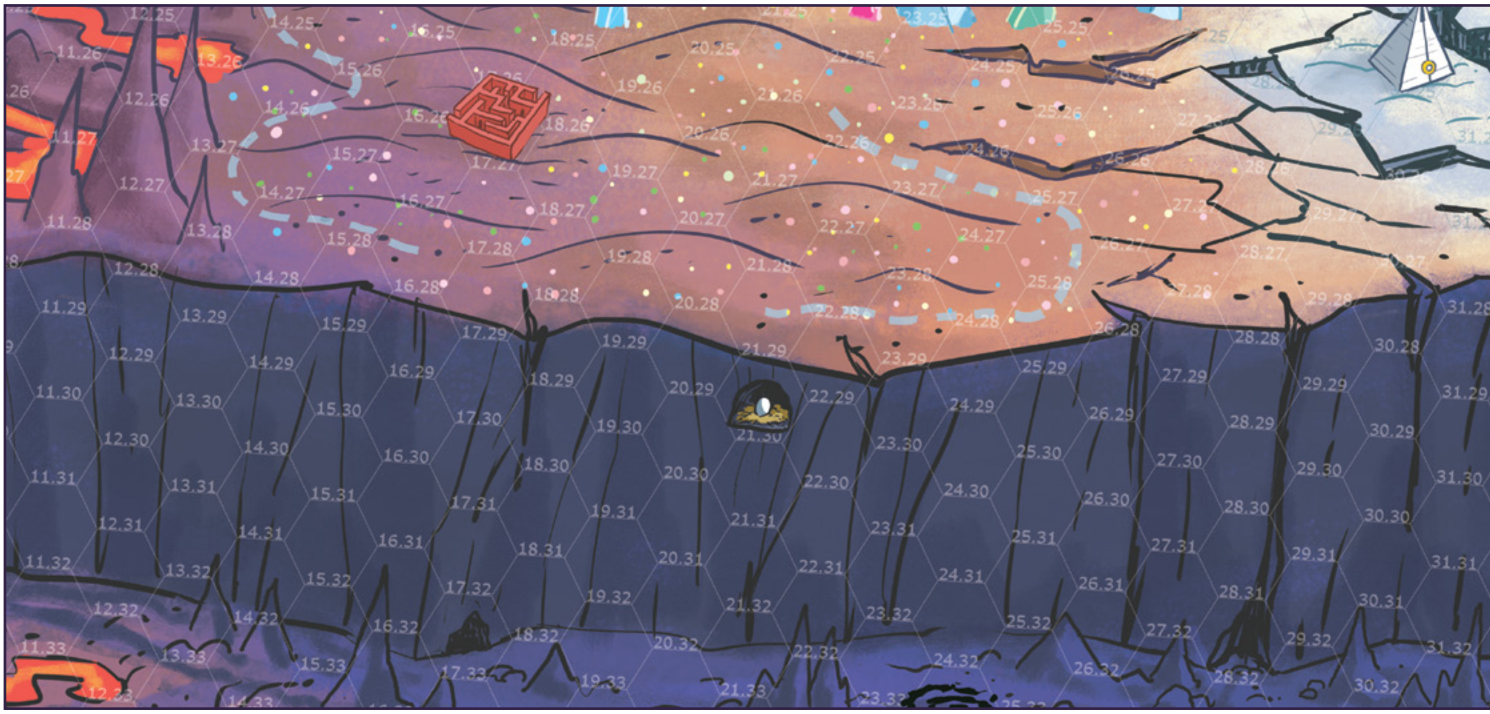
- **Traits:** Meticulous, makes promises he can't keep, unfurling huge maps.
- **Motivation:** Establish a safe route to the bottom of the Abyss.

MORNO'MARTI'WEENDA'ROO

Trained by Mycelior's best hunter and guide, Tymbo'zama'gowadax, Morno is on a perilous quest to find their mentor. But the world beyond the Fungal Jungle is far more dangerous and lonely than Morno could have bargained for.

- **Traits:** Loyal, curious about language, often says "that is being true."
- **Motivation:** Find their mentor, Tymbo'zama'gowadax, in the Abyss.





WHAT'S THERE

THE EASTERN REACHES

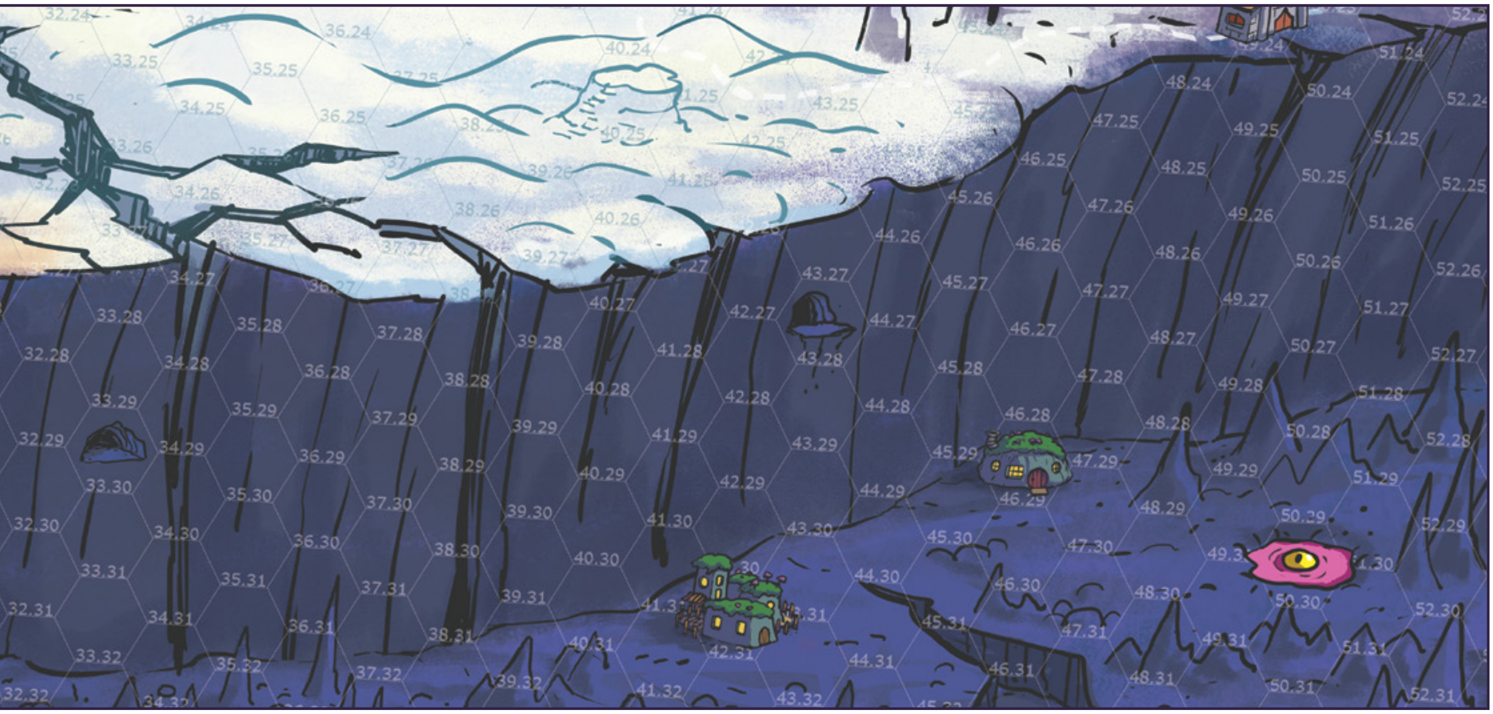
The eastern side of the Great Chasm is rife with nether bhargs, who can be quite territorial if their roosts are threatened. All across the Chasm, the cliffs are speckled with caves and crevices full of life, much of it undiscovered by surface explorers.

RANDOM CAVES	
1	Two **NETHER BHARG** (L4-B) parents turn and screech at the PCs for entering their cave. Three nether bharg hatchlings the size of dogs are eating. They are young enough that their eyes have not yet opened.
2	A group of **SLAGMUNCHERS** (L2-B) spit rocks from a cave, aimed at another adventurer—a moledwerp, who's going to fall down the chasm if the PCs don't save them.
3	A group of starving **STALAG MITES** (L7-G) spring from all directions and chase the PCs relentlessly. Inside their cave is a shiny Old Hoard.
4	The PCs climb down into a wide shaft that gets warmer and warmer as they descend. Little do they know that it's the belly of a **CAVEMAW**.
5	A sleeping **CATTERWOMPUS** (L4-B) kicks its legs in an attempt to get comfortable, causing a rockslide.
6	Inside a huge, wide cave mouth, a big red eye lazily flickers open. It's a **CRAGNARK** (L8-B) waking up from a week-long nap.

THE WESTERN REACHES

Perhaps more deadly than the Eastern Reaches, the western side of the Chasm is marked by the awe-inspiring lava falls of Volcanika. While the darkness of the Abyss is illuminated by volcanic activity here, the cliffs are riddled with volcanoids and even red drakes.

RANDOM CAVES	
1	A stone staircase built with magma mortar leads to a volcanoid cave. The cave itself is a **RANDOM MAZE** full of **VOLCANOIDS** (L2-B), and PCs can travel a Hex by completing the maze.
2	Three red **DRAKES** (L5-B) patrol the open air, guarding their territory, specifically a cave filled with treasure: an Ancient Hoard.
3	A **GARGANTUA** (L9-C) claws at a cave hole, creating an earthquake. It's trying to grab and eat a **SARVANG** (L3-B) that slithered inside.
4	The floor of the cave is entirely made of **GOBBLESTONES**, but they don't reveal themselves until the PCs are deep inside.
5	A flitterfolk explorer named Chee is scoping out a vacation home for their new family and could use some help clearing out the **LEADRALPHER** (L5-B) inside.
6	There is a pile of bones on the floor and some gems on the wall of a dark cave. Actually, these are a **CATACOBRA** (L6-B) and a **GLITTERFANG** (L3-B). Perhaps most remarkable, is that the two critters are working together to catch prey.



RUMORS

- Descending the Great Chasm is the only way to access the Abyss—except for the perilous Gordak Chasm.
- Many a dungeoneer has fallen to their doom down the Great Chasm because they weren't prepared.
- A crackpot dweorg is trying to map the Great Chasm.

QUESTS

MAPPING THE CHASM

Roogoo Darweek is attempting the impossible, to map the entire Great Chasm and establish safe routes down into the Abyss. But in order to make the main route as safe as possible, he must steer clear of all the nasty critters that live in the cliff's caves. If you could go in and clear out the problem areas, that would be much appreciated. Roogoo has a deal lined up that will make you all very rich if you make good.

- The PCs must clear out at least 3 random caves of the Eastern Reaches as well as Cruudnaz Cave, the lair of **SARVANGS** (p320).
- Roogoo is lying that he has a deal lined up. Once the route is safe, he still needs to sell one of the Big Three on the idea of buying his maps.
    - Although it could be done, Roogoo isn't the best salesperson. And while the Abyss is full of untapped resources, the exploration and defense costs are astronomical.
- If the PCs are successful, Roogoo asks for their contact info so he can pay them later. He doesn't really intend to do this though. If cornered, Roogoo will admit that he has no money to pay. If they want it, they'll have to help Roogoo present a pitch to one of the companies.

A MUSHRUM'S MISSION

Morno'marti'weenda'roo is regretting climbing down the Great Chasm alone. Rumor has it there is an outpost to the east where one can purchase balloon vehicles, and a place to the west to purchase **NETHER BHARG** mounts. Would you care to join Morno in acquiring such transportation? Morno is on a mission to find their mentor, the great Tymbo'zama'gowadax, who is on a quest to find a shattered mushrum *Relic* sword (p300). If you were to help Morno find their mentor, they would be greatly indebted to you.

- Morno is referring to Vraag Outpost (p204) and Groog's Hatchery (p275) but doesn't money to pay for transportation.
- Morno is being followed by a group of **NEVERWERES** (6xL6-G) that want to sabotage the mission to save Tymbo'zama'gowadax—a mushrum who is currently searching the Shadow of Lost Wishes (p299). The neverweres consider Tymbo'zama'gowadax a great threat and are trying to waylay them as well.
- If the PCs help Morno find Tymbo'zama'gowadax, they give the PCs a mushroom of their choice listed in the Magic Mushroom Hut (p132). Morno considers them great friends and will help them with a task in the future.

The Iron Table

A desert of desolate iron slag, pitted with rusty craters, the Iron Table is a vast lode of iron that legend tells was the quarry of ancient abyssal Underlanders who traded the raw material to the denizens of the Shimmering Shar and Under Mucklands. It is said that nomads still wander the punishing flats searching for the purest veins of iron to hammer into solid bars in the lava wells of Volcanika.

MODIFIERS

- -2 Travel Checks
- +2 Wandering Intruder Chance

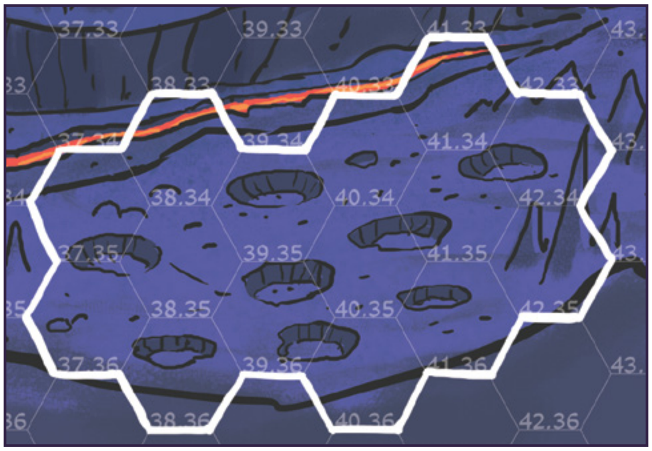
WANDERING INTRUDERS

	THE IRON TABLE
1	**PITWHISTLERS**
2	**WINKY SPOILERS**
3	**LORGADS**
4	**SLAGMUNCHERS**
5	**LEADRALPHERS**
6	**CRAGNARK**

WHAT'S THERE

THE SLAG PITS

Deep craters of iron slag riddle the Iron Table like the place was bombarded by a meteor shower. In the long years since the **LORGADS** truly held dominion over this place, creatures and critters have snuck into the pits and built their lairs. **WINKY SPOILERS**, **SLAGMUNCHERS**, **LEADRALPHERS**, and **PITWHISTLERS** run rampant here.



THE HIDDEN VEINS

There are still rich veins of **TRUE IRON** here, just as the legends suggest, but they are few and far between. True iron is the purest iron in Eem. Crafting with it grants Advantage to the Check, and it has the properties of the iron/steel Component (**IRON ORE**, **ORCH IRON**, f**ELMOG IRON**, **INKVALE IRON**, etc.) of the crafter's choice.

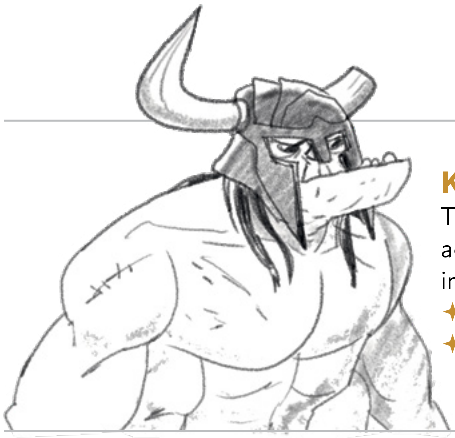
Searching For True Iron

PCs can look for true iron to use in special Crafting recipes (Gather Materials Check).

1–2	Gather no **TRUE IRON** and roll a Perilous Encounter.
3–5	Gather no **TRUE IRON** and roll a Dangerous Encounter.
6–8	Gather one **TRUE IRON** and roll a Dangerous Encounter.
9–11	Gather no **TRUE IRON**.
12+	Gather one t**RUE IRON**.

RUMORS

- A great beast threatens the natural balance of the Iron Table.
- Nomads wander the Iron Table collecting forgotten lore.



KOR KAR IRONFROWN

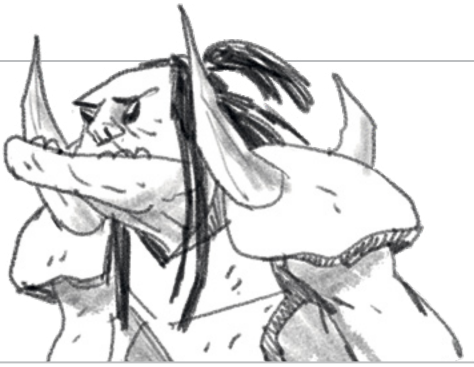
The leader of the Ironface **LORGADS**, this brawny and powerful lorgad leader is adorned with a signature iron mask of the Ironface Nomads, a people who live in hunting parties on the Iron Table.

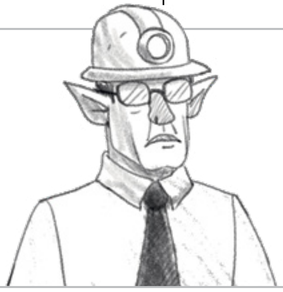
- **Traits:** Honorable, hard as nails, respects surviving great adversity.
- **Motivation:** Hunt and claim the mighty **CRAGNARK**, Hollowbones, a ruthless monster that threatens the natural order of the Iron Table.

YAZ'MIL THE COLDIRON

A wandering lorgad of no affiliation who harvests **TRUE IRON** in the Iron Table and journeys to Volcanika to forge the finest [cold steel] weapons in the Underlands. A traditionalist through and through, Yaz'mil accepts no help from anyone and accepts payment in food and lore.

- **Traits:** Loremaster, rugged, doesn't suffer fools.
- **Motivation:** Uphold the traditions of the ancient lorgads.





ALADOR SPROOT

A veteran surveyor and mining engineer, this no-nonsense, bespectacled boggart has seen it all. Technically, however, this is his first time in the Abyss. But even if it fazes him, Sproot doesn't let on. He always wears an unimpressed frown, and he makes tough decisions in a snap.

- **Traits:** Calculating, insensitive, sucks his teeth menacingly.
- **Motivation:** Sap the Iron Table for all its resources in record time.

QUESTS

HUNT FOR HOLLOWBONES

Kor Kar Ironfrown does not take kindly to travelers who come to the Iron Table without good reason, and he despises those that would slay a creature without permission from his nomadic **LORGADS**. However, a new threat endangers the natural order of the Iron Table's brutal ecosystem. A monstrous **CRAGNARK** called Hollowbones has come out of nowhere and is hunting anything that lives in the zone for sport. The creature is vicious and many of Kor Kar's people have perished trying to stop it. Kor Kar himself is wounded terribly and cannot defeat the beast without aid. He offers prizes to anyone who can help rid the Iron Table of the beast.

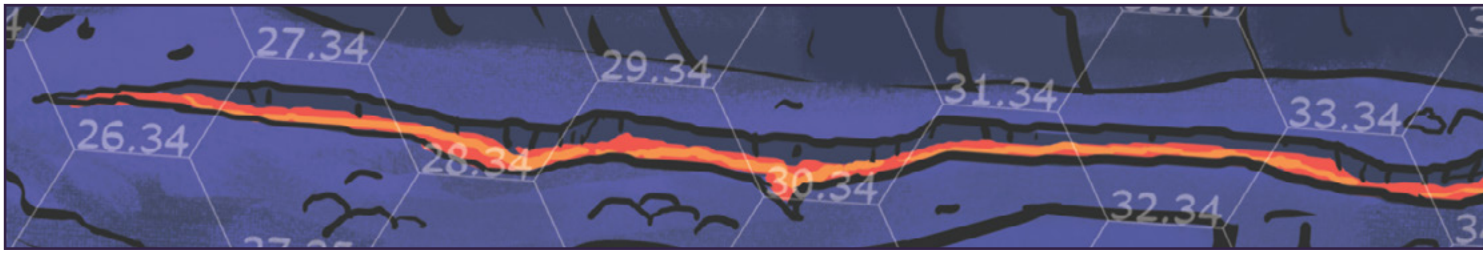
- This **CRAGNARK** (L8-C with +3 Attack and 4 Actions) is called Hollowbones because its strikes are so fast that its limbs howl and whistle like **MORGLOG** bone flutes. The beast also devoured a **CACKLING SHADE** and is now cursed, in a state of constant fury and bloodlust.
- Only by defeating it or somehow removing its powerful **CURSE**, will the Iron Table be safe.
- Hollowbones prefers to hunt the megafauna of the Iron Table, but also attacks large groups of folk, like lorgad warbands. A small adventuring party would have to devise a way to draw out the cragnark.
- As a reward for defeating Hollowbones, Kor Kar Ironfrown offers bars of **TRUE IRON**, a unique Component that grants *Magnificent* Traits when used to make metal weapons or armor.
  - *True Iron Bar*: Weapons - [exceptional] [true]. Armor - [parry] [sturdy]
- **HEROIC TITLE ACHIEVEMENT:** Defeat Hollowbones.
  - ***The Ironsmith*** ♔. Kor Kar Irownfrown teaches the PC how to smelt true iron bars by combining two iron ores.

CLEARING THE TABLE

An Unassailable Co. mining operation has deemed the Iron Table rife with resources. Led by veteran engineer Alador Sproot, they have made the difficult journey to transport high-tech drilling equipment down into the Abyss, and they're ready to begin work. But the lorgad population is a thorn in their side, disrupting their operations with scare tactics and threats. If relations aren't stabilized one way or another, things could get ugly. If you could act as a liaison, or make the problem go away, Sproot will make it worth your while to the tune of a pouch of Ancient 🪙.

- Sproot cares little for the lorgads who view the Iron Table as their ancestral land. He just wants to make a profit. And with Unassailable Co.'s fleet of drills and miners, they stand to make a great fortune.
- The lorgads are not aware of how much iron still remains deep in the rocks. They just don't take kindly to these strangers destroying the Iron Table.
- The **LORGADS** (8xL5-B) have been staring threateningly at the miners, slamming their weapons into their shields, and shouting. They've also unleashed **WINKY SPOILERS** (L5-G) and **PITWHISTLERS** (L6-B) to disrupt the workers and machinery.
- So far, Unassailable Co. has weathered the storm. But the miners are getting antsy and angry. Some are considering fighting, which is exactly what the lorgads want. But while the lorgads are superior warriors, their numbers are few, and the miners have explosives.
- Kor Kar Ironfrown (L7-C) is difficult to intimidate. He believes that if the lorgads relent, it will encourage more strangers to sap the land of its vigor. He can't offer any payment for helping the lorgads, but he promises that the lorgads of these parts will always consider the PCs friends.

The Searing Mantle



A huge fissure at the bottom of the Abyss, the Searing Mantle stretches like a hot gash in the earth, exposing the scorching, deep layers of the world. Most adventurers and explorers steer clear of the Searing Mantle because few are prepared to delve into its blazing depths. But some folk believe that the great mysteries of life are illuminated in this farflung cradle of fire.

MODIFIERS

- -3 Travel Checks
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

THE SEARING MANTLE	
1	**VOLCANOIDS**
2	**MAGMAR**
3	**MAGMAR**
4	**MAGMAR**
5	**LAVAGOGS**
6	**LAVAGOGS**

WHAT'S THERE

THE TRENCH

LAVAGOGS bask on the rocks on the jagged cliffs that surround the Fiery Core of the Searing Mantle as **MAGMAR** and **VOLCANOIDS** roam, in an endless struggle for dominance over the zone.

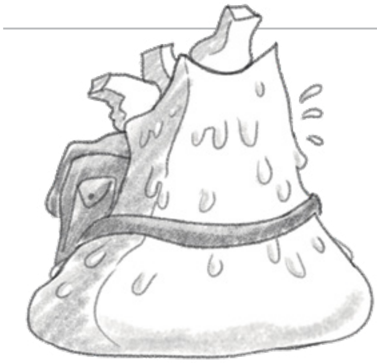
THE FIERY CORE

Few folk can survive the intense temperatures of the world's mantle layer, which burns with superheated rock and magma. Falling into these depths is certain doom without special protection.

The Mother of Magma, an ancient **MAGMAR** (L10-C), often dwells in Hex 39.34, but she can appear anywhere in the Searing Mantle that there is magma. At her full height, she can reach a hundred feet tall, a dripping behemoth of searing heat.

RUMORS

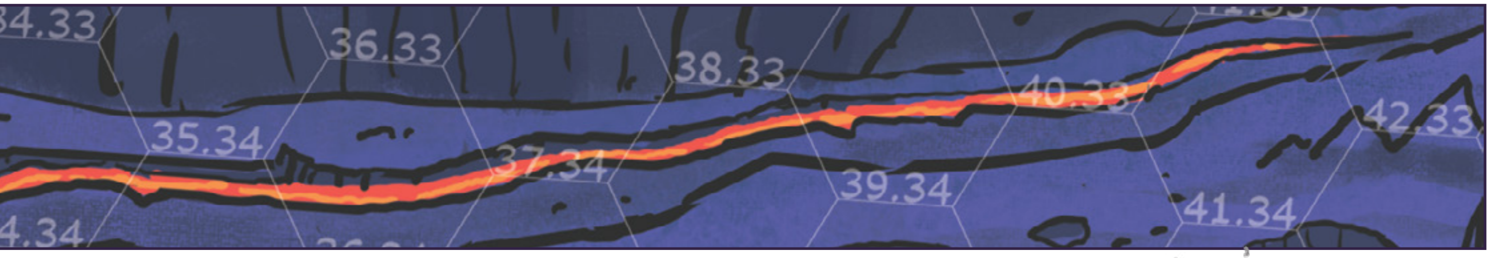
- The Searing Mantle is perilously hot, but some brave adventurers dare to explore it.
- The magmar in the Searing Mantle have become restless and highly aggressive.

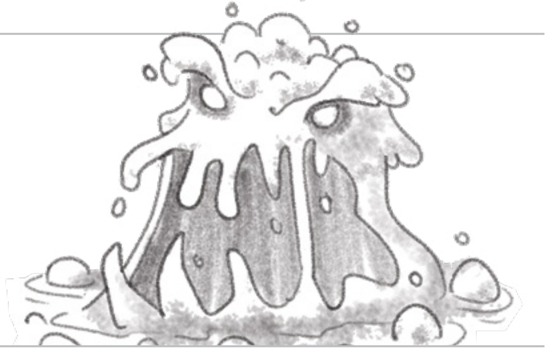


ARNO THE PLUMBER

A gelatinous goo scientist who aims to measure and explore the deepest layers of the earth, Arno is accompanied by their many offspring who were birthed in the fires of the Searing Mantle. Due to exposure to extremely high heats for prolonged periods, Arno is dripping like a mung, which they find disconcerting. But Arno is too absorbed by their work to do anything about it.

- **Traits:** Melting, excitable, surrounded by tiny goo pups.
- **Motivation:** Uncover the mysteries of the Searing Mantle before its adverse effects catch up to them.





K'AR, MOTHER OF MAGMA

Old as the stars, the Mother of Magma has dwelled within the burning magma of Eem since the dawn of life. She knows many things and has seen events transpire that would be incomprehensible to folk, yet she knows little of folk or the modern world. K'Ar, her true name, is rarely spoken, but when someone speaks it, she listens.

- **Traits:** Wise, bubbles with emotion, uninterested in folk.
- **Motivation:** Destroy the pretenders who claim rulership of Eem's burning magma.

QUESTS

PLUMBING THE DEPTHS

Arno the Plumber has mapped much of the Searing Mantle, but their hard work has brought up a number of problems. First, some of their offspring have gone missing! Please help find them. Second, Arno is starting to melt from the prolonged exposure to the heat, and they need a solution to reconstitute their goo. Third, Arno has been unable to enter the Searing Shrine, so perhaps you'll have better luck. And lastly, Arno has offended the Mother of Magma, who has barred them from entering her domain. Arno is willing to pay a pouch of Gold 🪙 for each solved problem.

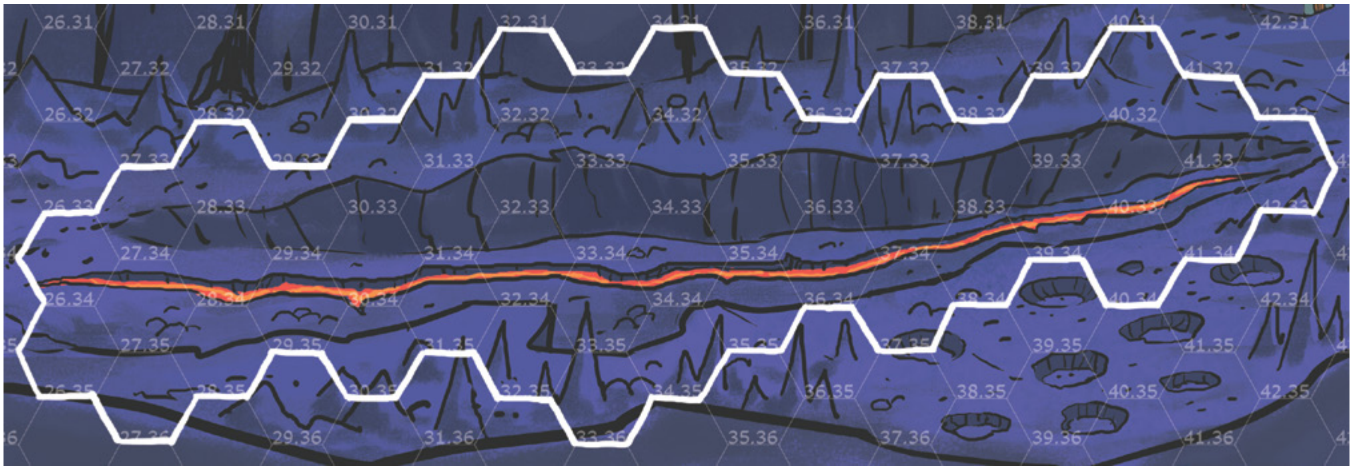
- Arno's offspring are lost in the Searing Shrine, in the secret hatch of Area 1 (p328).
- The folks in Jellyhaven (p196) know how to solve Arno's melting problem. They sell special creams and poultices off-menu to keep goo tight and trim.
- Sha'el at the Searing Shrine thinks that Arno is profane for exploring and documenting a sacred place.
- Much like Sha'el, the Mother of Magma sees Arno as an outsider who does not belong in the Searing Mantle. Arno has refused to leave despite her many warnings, and she now considers them an enemy. The Mother of Magma could be convinced to allow Arno to map her domain if the PCs complete a task for her (see quest **A War is Bubbling**).

A WAR IS BUBBLING

The Mother of Magma scoffs at all who would dare claim dominion over the Underlands, especially the pretenders Magmorn and Volcar, who claim to be masters of magma and lava. The true ruler of the rivers and seas of fire is K'Ar the Mother of Magma. For it is she who dwells within the searing heart of the world. Go, and tell Magmorn and Volcar that the time has come to enter into a war for supremacy. Convince them to do battle, and the Mother of Magma will gift you with weapons of the Searing Mantle.

- Volcar in the Burning Fields just laughs. He is not long for this world. In fact, he is hoping for a successor to claim the Heart Furnace (see quest **Lay to Rest the Immortal Fire**, p319). It will be up to that destined volcanoid to accept this challenge.
- Magmorn the Magmar King (p223) is angered by the Mother of Magma's demands. He retorts that the Mother of Magma may be older, but the Magmar King is more powerful—for he commands Mount Magmorn, the most fearsome volcano in Eem. If the PCs fail to convince him to engage in war with the Mother of Magmar, Magmorn attacks the PCs for their impudence.
- If a war breaks out, the battle spans both the Shimmering Shar and the Abyss, causing great destruction. Use Mass Combat rules (see *Core Rulebook*) to determine who wins and what happens. Do the PCs help one side in particular? Do they leave the creatures to their own devices? How does the battle shape the landscape?

Skashic Valley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A wide valley of chiseled volcanic rock, Skashic Valley is most famous for its legendary titans—enormous, towering creatures that are more like living ecosystems than individual animals. Their lumbering steps are said to trigger many earthquakes in the bowels of the world.

MODIFIERS

- -1 Travel
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

SKASHIC VALLEY	
1	SKASHIC TITAN (INFECTED)
2	GUARGANTUA
3	SKASH
4	LORGADS
5	NETHER BHARGS
6	SKASHIC TITAN

WHAT'S THERE

THE FUME PITS

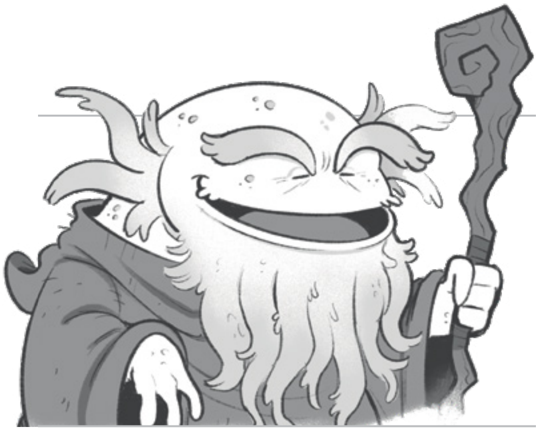
Acrid, volcanic fumes assault the air, spewing out of countless vents in the valley. But those aren't the only noxious gasses here. Skashic titans are, in fact, incredibly flatulent and burpy, and they expel foul gas in huge green-yellow plumes. Their massive forms trundle through the wide valley, bathed in steaming, stinking fumes. While their earthshaking footfalls are hazardous, skashic titans are completely unaware of smaller creatures around them most of the time.

WARMWIND CAVERNS

A series of expansive caverns with wide, open-air space, and deep, pitted canyons. Huge gaps of darkness span between mountainous cuts in the earth, and warm, desert-like winds from the Searing Mantle blast through the landscape. Traveling through the Warmwind Caverns without transportation, such as a flying mount, nets just 1 Hex per day.

RUMORS

- An unknown ailment has stricken the revered skashic titans of Skashic Valley.
- Strange rumbling from Skashic Valley is causing damage in other parts of the Underlands.

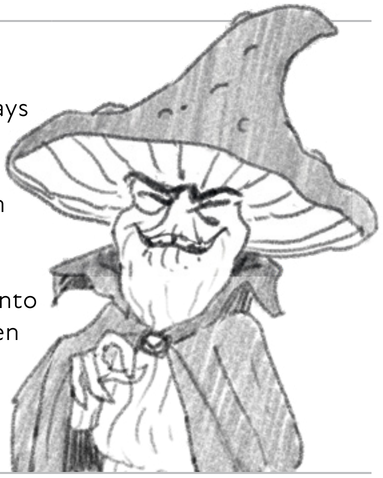


KOSH OF THE VALLEY

A venerable, hunched skash elder with a long dangling beard of wriggling feelers. Kosh is considered the preeminent expert on the skashic titans that dwell in the valley. For generations he has observed and recorded their behaviors to better understand them.

- **Traits**: Patient, barely moves from his perch, playfully hits people with his staff.
- **Motivation:** Discover the cause of a disease that has stricken the skashic titans and confused their behaviors.

ZARA'TENG'WAZA



As a citizen of Mycelior, Zara was always something of an outcast, stared at sideways for her witchcraft and strange collections. She became morbidly fascinated with the Darkshroom Clan whose numbers and boldness had risen rapidly in recent decades; so, in her effort to learn what makes them tick, she explored Darkshroom Tangle. There, she found a fungus called ragecap that makes creatures aggressive and wondered if it was the cause of the Darkshrooms' wicked behavior. But in her experiments with the mushroom, the ragecap spread wildly across the land, even into Mycelior. Zara was blamed by the Council of Elders and banished to the Abyss, even though she was only trying to help.

- **Traits:** Aggressive, lost sight of reality, laughs maniacally.
- **Motivation:** Destroy Mycelior for banishing her.

QUESTS

ON THE BACKS OF GIANTS

Old Kosh has admired the great **SKASHIC TITANTS** for his entire life. But in recent years, he has seen a dramatic shift in their behaviors. Usually docile, the beasts are beginning to become unpredictably vicious and destructive. Kosh is convinced that they have been stricken with some affliction, and he eagerly seeks help in discovering the source of the problem. Kosh is ready to pay Ancient ⛁ to the PCs if they can bring him the information he seeks.

- The skashic titans have been afflicted by a rare fungal infection that is native to the Fungal Jungle's Darkshroom Tangle (p154). The fungus, called ragecap, is a web of mycelium the color of dark blood that attaches itself to living organisms and slowly corrupts them with vicious fury. A mushrum **WITCH** (L7-C) called Zara'teng'waza (Zara) was banished from the Fungal Jungle for proliferating the wicked growth in Darkshroom Tangle. She relocated to the Abyss to wrangle the skashic titans so she could eventually return to destroy her enemies in Mycelior.
- Though several skashic titans show signs of the ragecap growths, only one is completely corrupted, The Red Destroyer. This beast is a bright red **SKASHIC TITAN** (L9-C) controlled by Zara, who has built a fungal cottage on its back, guarded by **SPONGOSAURS** (L4-G) and **FUNGHOULS**.
- Zara is eager for revenge and is not easily swayed from her goal of destroying everything in her path.
- Zara's cottage contains an Ancient Hoard, including a simple remedy for ragecap infections, but this remedy requires Ozo's Ointment (p187), a salve only found in the City of Slime.

TREMORS OF THE TITANS

Skashic Valley was once untouched by folk. Even the skash and lorgads would not set foot there, though they revered it from a distance. With explorers venturing into uncharted lands more frequently, the megafauna are increasingly being disturbed and altering their behaviors and patterns. Old Kosh has noticed an increase in the frequency and strength of earthquakes emanating from Skashic Valley, and he has heard rumors of the same in the Searing Mantle, the Iron Table, and Volcanika. He is not sure whether to interfere or to watch and wait.

- Just as Old Kosh finishes explaining the situation, there is a massive earthquake that lasts several minutes and makes the ground feel like liquid beneath the PCs' feet. Rubble falls from the cavern ceiling. Nimbleness Check: On a 5-, suffer 1d10 Dread.
- In the distance, a **SKASHIC TITAN** (L6-C) lumbers out of the valley, followed by another... and another.
- The skashic titans are heading for the Great Chasm. If they reach it, they will smash their gargantuan limbs into the cliff face, slowly creating a climbable slope all the way up.
- Old Kosh has no idea how they are being herded—this is truly unprecedented! Allowing them to scale the Great Chasm and make it to the Shimmering Shar quickly causes a major disruption to the ecosystem. And the earthquakes continue and reverberate up to the Under Mucklands, etc.
- The skashic titans are agitated by SPL **RIVAL DUNGEONEERS** (10xL4-G, 2xL4-B, 1xL5-C) engaged in a covert operation to mine starfell shards in the canyons of Skashic Valley. No one knows how starfell metal got so deep in the earth, but it is worth a fortune.
- SPL's mining team isn't huge but they use state of the art sputter-drones to mine in deep, hot places, setting off huge explosions that bother the skashic titans.
- **HEROIC TITLE ACHIEVEMENT:** Keep the skashic titans from leaving the confines of the Abyss.
  - ***The Megaherder*** ♔. Gain +1 to Checks when Wrangling *Huge* critters.

The Underdeep

While it is not depicted on the map, the Underdeep is an underground ocean that connects to the deepest, darkest parts of Eem's seas, specifically the abyssal plain and oceanic trench of the Scalawag Strand in the Mucklands realm. Few things dwell in these waters. Those that do are some of the strangest and largest beings in the world.

WHAT'S THERE

THE ABYSSAL PLAIN

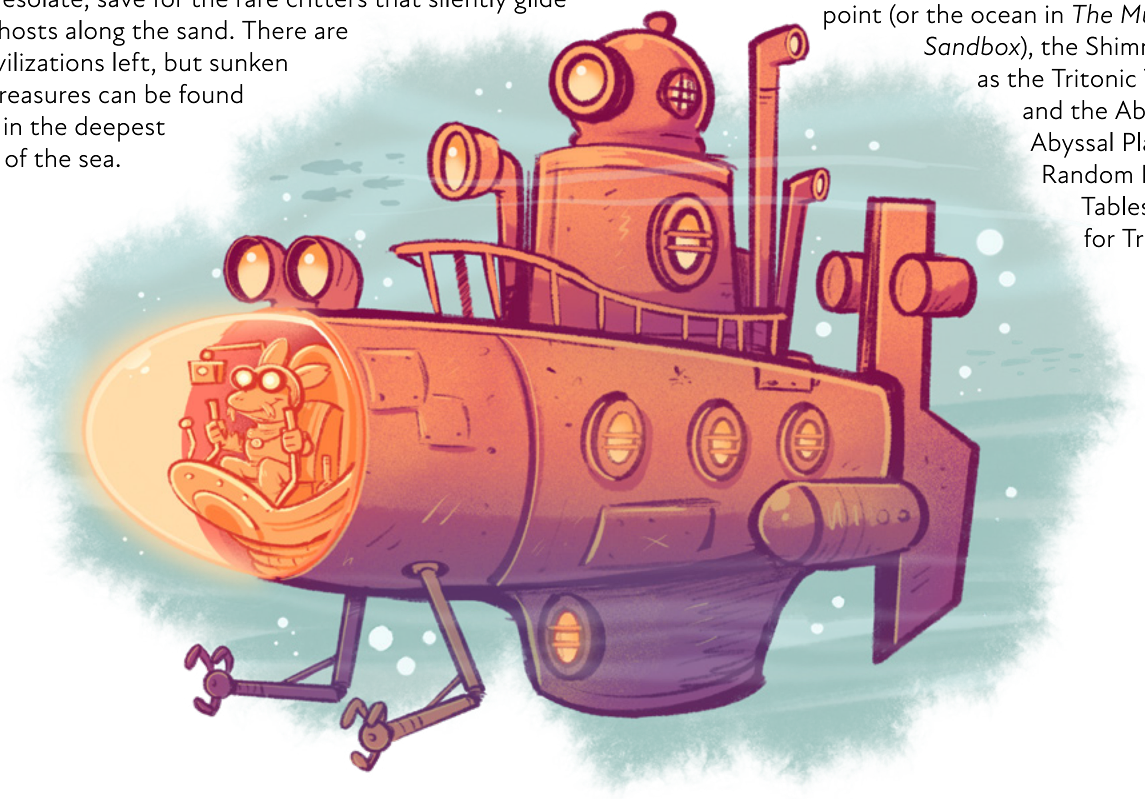
The bottom floor of the Underdeep is completely dark and desolate, save for the rare critters that silently glide like ghosts along the sand. There are no civilizations left, but sunken lost treasures can be found here, in the deepest parts of the sea.

THE TRITONIC TRENCH

A vast, oceanic trench many miles deep, the Tritonic Trench is said to be the ancestral home of the fabled tritons, giant merfolk that once ruled the oceans. Tritons do, indeed, still dwell here, but they are hidden away from the world. A civilization of **DEEP NYADS** called the Last Empire also lives in the trench in Hex 18.36. They believe themselves to be the last nyads in the world.

EXPLORING THE UNDERDEEP

To seriously explore the Underdeep, PCs need a submersible vehicle. Since there is no specific map for the Underdeep, use Goraxia (p228) as the entry point (or the ocean in *The Mucklands Sandbox*), the Shimmering Shar as the Tritonic Trench, and the Abyss as the Abyssal Plain. Use the Random Encounter Tables below for Travel Checks.



PERILOUS ENCOUNTERS	
1	triton (as **GIANT** L8-B) covered in **ZOMBIE BARNACLES** rushes toward the PCs, intent on smashing them. The triton is an outcast named Osh'ar, who has fallen on hard times and is completely mind-controlled by the barnacles.
2	The PCs are sent spinning by a strong current. When they get their bearings, they see the awe-inspiring sight of a **LEVIATHAN** (L10-C) opening its mouth, just before it swallows them.
3	A group of **DEEP NYADS** (5xL3-G, 1xL5-C), dark blue as the water, appear out of nowhere. Decked out in armor, they attack the trespassers
4	A *Huge*, rare oceanic **RYZOPHANT** (L5-B) scours the sandy silt for prey, then notices the PCs.
5	A dark purple **KRAKEN** (L7-C) tails the PCs for miles, but it doesn't attack until they encounter another threat.
6	A green sea **GIANT** (L5-C) swats at the PCs. They hate shiny objects because they once encountered a submersible that shot them with torpedoes.

PERILOUS ENCOUNTERS

1	A group of giant, black-scaled merfolk (as **GIANTS** L8-C), slowly traipse along the slope of the trench—tritons. Their movements look exaggeratedly slow as they discuss how to interact with the PCs.
2	Dozens of **EXAJELLIES** (L9-C) spin and circle the PCs, but it seems like they are unaware of the intruders. In fact, they're in the middle of a mating ritual never before seen by folk.
3	A strange, alluring call echoes through the ocean. Three beautiful **DEEP NYADS** (L3-B) sing an enchanting tune in the deep water. Make a Mettle Check to avoid crashing into jagged rocks. The deep nyads fear intruders.
4	A vast expanse of **FROST JELLIES** fills the sea as far as the eye can see, drifting and zipping this way and that. The temperature quickly lowers to near-freezing.
5	Everything rumbles and shakes as an earthquake knocks chunks of the trench wall loose so that they careen toward the PCs.
6	Bursts of lava jet toward the PCs from huge vents in the earth.
7	A white **SEA CHIMERA** (L6-C) with translucent heads that show its brains rams the PCs.
8	A volcanic eruption turns the water black and murky. The next 2 Travel Checks suffer Disadvantage.
9	The controls on the PCs' vessel go haywire, messing with the pressure on the ship.
10	**LIGHTNING EELS** dwell between the jagged rocks lining the precarious path forward, waiting to strike.
11	A blast of bubbly gas sends the PCs' ship careening into the rocks.
12	Persistent **SQUIDEONS** sneak aboard the ship to attack the crew.

DISCOVERIES

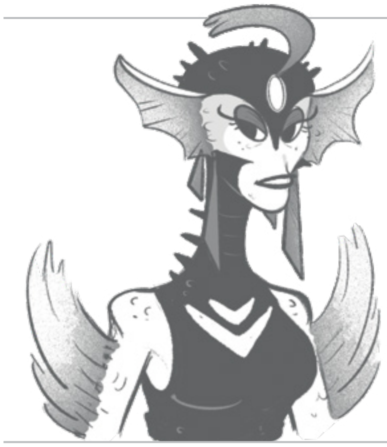
1	A piece of hull from a silver ship. Lore Check: The Silver Ships of Pelano were ancient traders who sailed the seas far and wide, before anyone else had the capabilities to do so.
2	The bones of a triton stick out of the sand, forming a protective shelter. Beneath the ribs, in the sand, are glittering coins, 3 pouches worth of Gold 🪙.
3	A strange mollusk with limbs attaches to the PCs' ship. Its big eye peers inside, and it raps on the porthole asking to be let inside. Its name is Glgdosh, and it wants to know what kind of crabs the PCs are.
4	A jet of warm, bubbly air spews from a vent in the earth. Tiny jellyfish playfully dart and scuttle in the bubbles and speak to each other with a tentacle language.
5	There is a huge iron treasure chest half in the ground, completely rusted shut. It's magically sealed, but it contains a Mythic Hoard.
6	A ten-foot tall idol of a finfolk sticks out of the sand. When someone approaches it without saying the password, "Resudish," the eyes light up and blast them for 1d8 Dread. The password is written in ancient nyad script on the bottom of the statue.
7	A colony of translucent crabs swarm the ship and clean it of barnacles and any other grime (the Hull is repaired to full).
8	There is an ancient abandoned city built of sandstone. Engravings on some of the walls depict nyads going about daily activities: hunting megafauna, building homes, weaving baskets, etc. The city belonged to the original Deep Empire.
9	A sunken Shrym submersible has a hole in its hull. **LIGHTNING EELS** dwell inside near a watertight strongbox containing research documents written by someone named Dr. Steez Thopterwick
10	A friendly group of **FINFOLK**, whose ancestors have lived in the Underdeep for as far back as can be remembered, ask the PCs where they come from.
11	A large jar floats in the water—a distress message from someone stranded on Terror Island is inside.
12	An emissary from the Last Empire invites the PCs to their hidden place in the Tritonic Trench.

RUMORS

- The Underdeep is home to the hugest, most terrifying beasts in the Land of Eem.
- The mythic tritons of the sea still dwell in the Underdeep.
- Some believe a forgotten empire of nyads lives somewhere in the darkness of the Underdeep.

OUTBOUND RUMORS

- The Great Quake destroyed all of nyad civilization except for the Last Empire.
- The wreckage of silver ships and chests filled with riches lie on the bottom of the Underdeep.
- Explorers have dared to venture into the Undedeep before, but none of have found the nyads of the Last Empire.



MIR'LUA THE DEEP SISTER

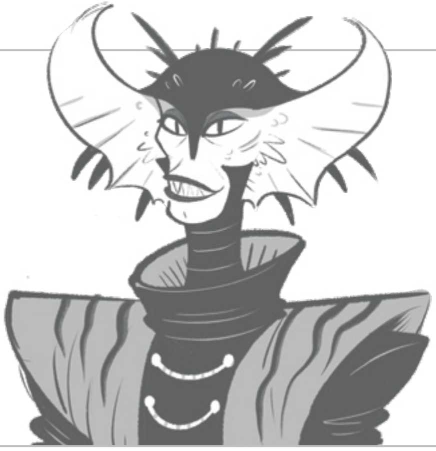
Formerly a princess of the fabled Deep Empire, Mir'Lua is impossibly beautiful despite being very old. She now rules a group of **DEEP NYADS** that has called themselves the Last Empire since the destruction of their ancestral home in the Scalawag Strand many years ago (see The Mucklands Sandbox). Mir'Lua believes that her people are actually the last nyads in the world, and she is very cautious and xenophobic. The Last Empire struggles to survive in the desolate Abyss, but they fear the outside world even more.

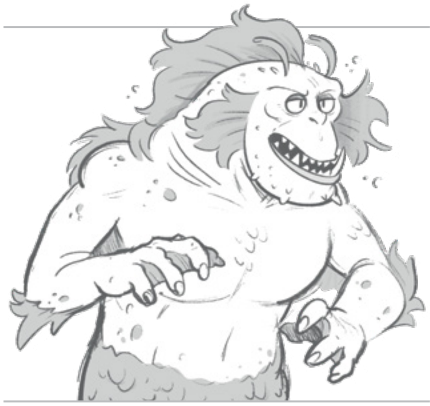
- **Traits:** Melancholy, proud, unsure what to believe.
- **Motivation:** Restore the deep nyads to prominence in Eem's oceans.

KELDUAR THE LONG LOST

A liar and manipulator, Kelduar hails from Deep Chasm in the Scalawag Strand (see The Mucklands Sandbox). He has journeyed to the Underdeep as an emissary of Mir'Lua's sister, Ze'Leesha. Using his familial ties to cozy up to Mir'Lua, Kelduar only has motives to further his evil plans.

- **Traits:** Cunning, silver-tongued, flatterer.
- **Motivation:** Sway Mir'Lua into destroying the Blood Reef clan and the city of Conch.





UX THE TRITON

A curious triton who has ventured beyond his hidden homeland at the bottom of the Tritonic Trench, Ux longs for the glorious past when the oceans were his swimming pool and he explored without reservation, without fear.

- **Traits:** Curious mind, timid, forgets his own strength.
- **Motivation:** Leave the Abyss and explore the world.

QUESTS

THE LONG LOST NYAD

A deep nyad named Kelduar has come out of nowhere bringing news from the seas above. The visitor claims to be an emissary of Mir'Lua's sister, Ze'Leesha, who recently perished as ruler of a Deep Empire remnant. He seeks the Last Empire's aid in destroying their common enemies: the Blood Reef Clan and the Marauders of Conch, who he reveals were the architects behind the Great Quake that destroyed the Deep Empire. And now is the time for revenge. Now is the time to come out of hiding and see the light of the world once again!

- Kelduar the **DEEP NYAD** (L5-B) is secretly working to execute the vision of Ze'Leesha and the Obsidian Wardens of Ebon Key—to rid the Scalawag Strand of anyone but nyads (see quest **The Triton Stones** in Deep Chasm in *The Mucklands Sandbox*). In fact, it was Ze'Leesha who caused the Great Quake.
- Mir'Lua is deeply confused and concerned by this news, so she asks the PCs about Kelduar's claims. If the PCs were privy to any of these events (in *The Mucklands Sandbox*), Mir'Lua believes what the PCs say.
  - Conch is now ruled by Ny'Dea, Mir'Lua's second sister. Conch is a peaceful place that welcomes all folk in the Scalawag Strand to live in harmony.
- Mir'Lua and her people are desperate to leave the darkness of the Abyss and return to the light. Unless the PCs convince her to disregard Kelduar, she will follow his suggestions.
- If Kelduar isn't stopped, the Last Empire will travel to the Scalawag Strand, where they'll confront the Blood Reef Clan in battle. And then they will make an assault on Conch!

THE LONE TRITON

The tritons, giant merfolk who once ruled the seas, are very few in number. There are likely only a handful now, and Ux's brethren only wish to live out their remaining days in the darkness of the Abyss. They claim to have duties, watching over prisoners that could destroy the world, like the ogre Oomek who almost drank the oceans dry. But Ux believes the tritons are just frightened of what the world has become in their absence. To folk, the tritons are feared like ogres. But Ux yearns to leave the dark. Will you join him? Will you tell him what the Land of Eem is like now? What to see and what to avoid?

- Ux hasn't interacted with folk for an untold number of years. He is wise yet naive, gentle yet intimidating. If the PCs accompany Ux (Attack:+3, Defense:+2, Courage:40, Dread:1d12, Block:3, Actions:4, Mettle:+0), to the Scalawag Strand (see *The Mucklands Sandbox*), they will encounter many factions that fear the triton. Ux makes a Mettle Check whenever he is met with hostility and, on a Failure, will flee in the opposite direction.
  - **REEF NYADS** attack Ux immediately.
  - **PIRATES** are fearful and shoot cannons at Ux from afar.
  - Muckland Harbor naval ships demand that Ux "leave these waters at once."
  - If Ux goes on land, folk run for their lives in fear, or worse yet, muster forces against him as if he's an ogre—his brethren were right.
  - The only place that is accepting of Ux is Conch, a city of diverse seafolk.
- **HEROIC TITLE ACHIEVEMENT:** Bring Ux to a place of safety and peace.
  - ***Shepherd of the Triton*** ♔. The PCs gain +1 Quest Point permanently.

IT WAS ALL A DREAM

Mir'Lua is intrigued by your presence in the Underdeep. She finds it both remarkable and terrifying that a vehicle capable of carrying landlubbers to the deepest ocean could exist. But now that you are here, you must never speak of the Last Empire to anyone. And to make sure that you won't, Mir'Lua casts a spell on all of you. A spell of dreamy, underwater slumber. It feels as if you are drifting off to sleep enveloped by a warm, watery blanket. But when you awake, you are not where you once were. You are in a dark, underwater ruin, and somehow you can breathe and swim effortlessly.

- The PCs have entered a dreamy reality, trapped in a **RANDOM DUNGEON**. Change all results to be underwater.
- There is no treasure. In order to leave the dungeon dream, the PCs must acquire 5 Keys. When they awake, their submersible will be in the middle of nowhere and they'll each remember nothing of the Last Empire or its people unless they make a 12+ Mettle Check.

Volcanika

Active volcanoes, great and small, surround the massive lava fall streaming down the Great Chasm from Mount Magmorn, each pouring their molten currents into a vast lake of fire. The burning shores are ringed by volcanic glass and glowing red cracks in the ground. Denizens of the Abyss believe that Volcanika is a hallowed place that should be either respected or avoided. Huge **VOLCANOIDS** and slurries of **MAGMAR** dwell there, living their lives attuned to peculiar cultural beliefs that are little understood by Underlanders and Overlanders alike.

MODIFIERS

- -3 Travel
- +1 Wandering Intruder Chance

WANDERING INTRUDERS

VOLCANIKA	
1	**VOLCANOIDS**
2	**DRAKES (RED)**
3	**LAVAGOG**
4	**MAGMAR**
5	**LORGAD**
6	**TARKIN**

WHAT'S THERE

THE VOLCANOES

Volcanic eruptions are frequent and deadly in Volcanika. On Travel Checks, a Bump in the Road results in an eruption. Make a Nimbleness or Athletics Check to outrun falling volcanic debris or suffer 1d10 Dread.

VOLCANIKA FALLS

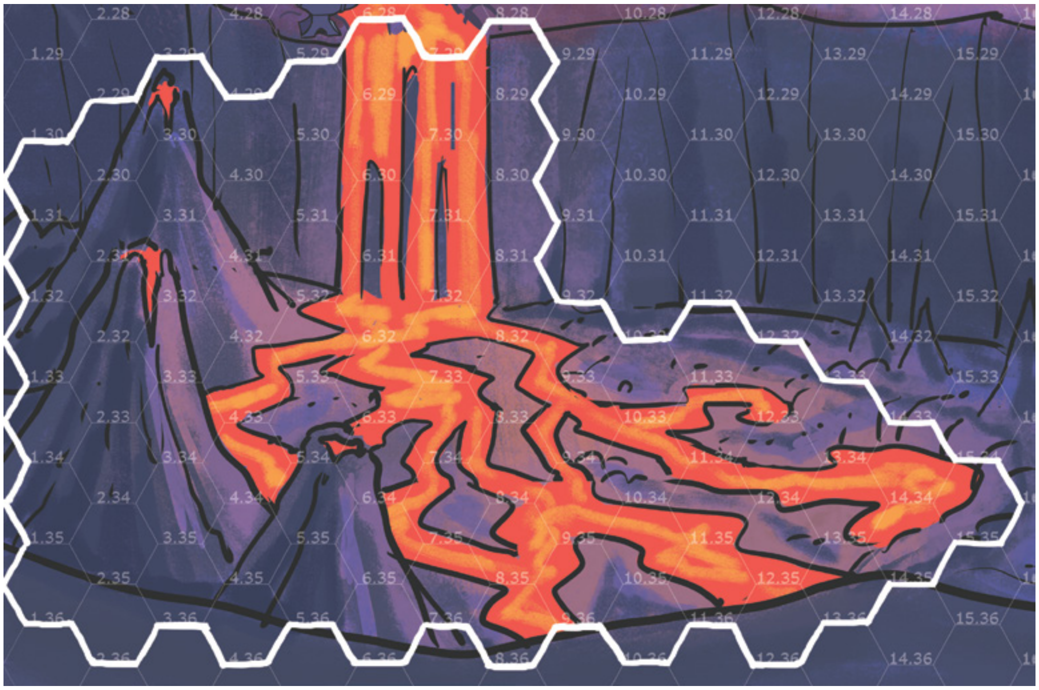
A wide cascade of lava, miles long, flows down the cliffs of the Great Chasm, originating from the constant eruptions of Mount Magmorn.

RED DRAKE ROOKERY

Hidden behind Volcanika Falls, a huge rookery of red **DRAKES** occupies a vast cavern filled with hundreds of nests. Drakes, not usually so social on the surface world, have banded together to survive the harsh conditions of Volcanika and the Abyss. No one is sure when or why the drakes inhabited the Abyss, but as apex predators, they are the natural enemy of **NETHER BHARGS**. They can be seen gliding overhead throughout the entire zone, surveying and hunting.

THE LAKES OF FIRE

Most of Volcanika is covered in lakes of lava, constantly replenished by the volcanoes, including Mount Magmorn in the Burning Fields (p222). Traversing the zone on foot suffers Disadvantage without special gear, as there are few solid places to walk across the magma.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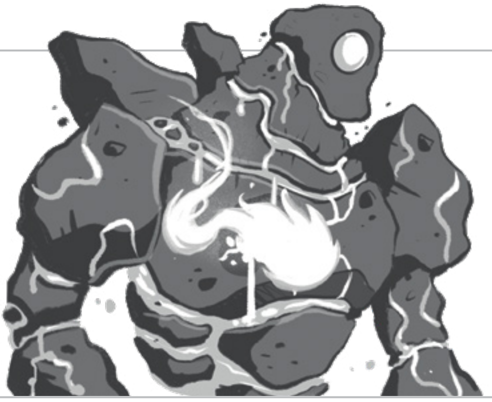
RUMORS

- The red drakes in Volcanika are acting especially aggressive and no one knows why.
- According to the skash, the ruler of the volcanoids is dying.



VOLCAR THE INDOMITABLE

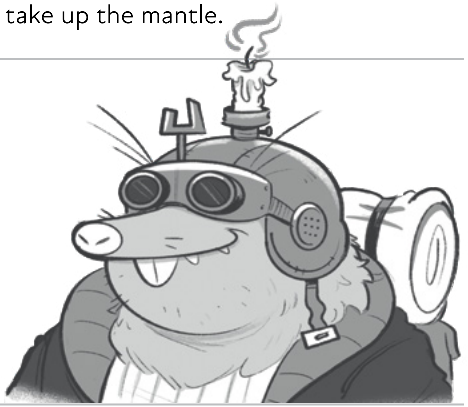
The supreme volcanoid of the Underlands is recognizable by the burning glow of fire affixed to the center of his chest, called the Heart Furnace of Volcan. Whoever bears this furnace is considered master of the volcanoid peoples, but only the worthiest can do so.

- **Traits:** Slow, forgetful, wise when lucid.
- **Motivation:** Leave his Heart Furnace of Volcan for the next worthy volcanoid to take up the mantle.

DR. PARNUM KRUMBLE

A moledwerp zoologist and adventurer, Dr. Parnum has been living in the rookery hidden behind Volcanikca Falls for three months, observing the nether bhargs' behaviors.

- **Traits:** Overly enthusiastic, courageous, a fount of zoological knowledge
- **Motivation:** Observe the nether bhargs and learn their behaviors, but also address the sudden decline in drake hatchings.



QUESTS

LAY TO REST THE IMMORTAL FIRE

The legendary **VOLCANOID**, Volcar, is dying and the great Heart Furnace of Volcan will soon be plucked from his chest by an impatient rival. But Volcar wants the Furnace to be returned to Volcanika Falls, where a worthy volcanoid must venture and claim it. So is the will of Volcan, the great creator of the volcanoids. Volcar cannot trust another volcanoid to undertake this task, and requests that you do it. Volcar warns you that his Furnace is heavy and that rival volcanoids will no doubt accost you for it.

- Lore Check: Volcan was an ancient wizard from the time of the Warring Wizards. Volcan is likely the creator of the volcanoid people, but this history has been lost to the volcanoids, who may be offended at the suggestion that they were made by a mortal human.
- The Heart Furnace of Volcan is a small, dense burning orb that is impossibly heavy and hot. The PCs must find a way to transport it. Whoever carries it gains +1 to Parleying with **VOLCANOIDS** and **MAGMAR**.
- Competing **VOLCANOIDS** (L5-B) attack the PCs at every turn to acquire the Furnace.
- Placing the Furnace into the lava falls is dangerous, considering the roaring molten splash of magma and burning rocks.
- If the PCs are successful, Volcar rewards them with a molten key that opens a hidden reliquary (containing an Ancient Hoard) located in Hex 10.32, in the face of the Great Chasm.
- **HEROIC TITLE ACHIEVEMENT:** Successfully place the Heart Furnace of Volcan in Volcanika Falls
  - ***Volcar's Will*** ♕.One time use: The PC may call upon a group of **VOLCANOIDS** to help with a task or fight (Attack:+1, Defense:-1, Courage:20, Dread:1d12, Block:2, Actions:2)

THE EGG THIEF

Dr. Parnum Krumble, hidden in his secret observatory beneath a mountain of rocks and drake droppings, spots the PCs before they do something stupid like get eaten and waves them over to the safety of his hideout. The good doctor is thrilled to see visitors, but he is distracted by recent events. Red **DRAKE** hatchlings have plummeted in number, and the zoologist suspects a predator from outside the ecosystem has thrown the entire habitat into disarray. Without the drakes, the populations of volcanoids, lavagogs, and tarkin will go unchecked. Dr. Parnum asks, in the name of science and stability, if the adventurers would find the culprits.

- The drake eggs are being eaten by a Huge roving **BLYNX** (L8-C) who has wandered all the way from the Mucklands in search of easy prey. It's grown to twice the size of a normal blynx from the eggs it has consumed.
- The drake rookery is a **RANDOM MAZE** in which all hazards are red **DRAKES** (L4-B) who will not tolerate known intruders in their nests.
- If the drakes witness the PCs defeat the blynx, they will allow the PCs to leave without attacking.
- If the PCs alert the drakes to what is going on while catching the blynx red handed, the drakes will help defeat the beast.

Lairs

Cruudnaz Cave

Hex 33.30. This small, claustrophobic cave is filled with the **SARVANGS** that return annually to seek protection when they are vulnerable and shedding skin. The name "cruudnaz"— dweorg for "snakepit"— was given to the cave long ago. All **SARVANGS** at this location are +1 Attack, +1 Defense, and are Wrangled with Disadvantage.

RUMORS

- Groog the Nether-Tamer is known to visit Cruudnaz Cave every year despite the danger.
- Sarvangs use gold and silver to nest their eggs and Cruudnaz Cave is full of it.

LAIR LAYOUT

AREA 1: THE BELLY CRAWL SPACE

A tight squeeze, it takes some effort to worm through this claustrophobic tunnel.

- Make a Nimbleness Check to worm through the cave. On a Failure, suffer 1d4 Dread and +1 Defense while in the cave.
- Pale **MUCILLUSKS** inch along the floor eating white flakes. Wilderness Check: the flakes are snake skin. The slugs are interested in the PCs, who look far more delicious.

AREA 2: THE SHEDDING STONES

Razor-sharp rocks protrude from the low ceiling with rings of round flakes at their base.

- Guttural growls echo in the dark amongst the jagged rocks. A vicious, vulnerable **SARVANG** (L2-B) springs out and attacks the PCs. The critter was rubbing against the rocks to help shed its scales, revealing shiny new scales that have not yet hardened.
- There are some fully intact **SARVANG SCALES** on the ground. Use to create *Magnificent* Sarvang Armor. Light Armor. Once every session, Block 1d6 Dread.

AREA 3: THE HUSK CHAMBER

A maze of shed sarvang scales. The stacks are so tightly packed that they are as hard as a stone wall. The stink is overwhelming. More of the white slugs ooze over the walls like parasites.

- A massive **SARVANG** (L5-C) shudders with rage, but it doesn't attack immediately. Its eyes are glassy and darting, and its wings are folded tightly.
  - Perception Check: The beast's wing is branded with an ornate "G" (Groog the Nether-Tamer p275). This sarvang fears the PCs have come to take it back to its master.
- If the PCs try to approach, the sarvang snaps and bites. If the PCs Wrangle the critter, it relaxes and opens its wings, revealing the corpse of its former rider, a dweorg. There are 2 pouches of Gold dropped by the dweorg.
- An Old Hoard is buried in the corner of the room.

AREA 4: THE INCUBATOR

Dozens of red speckled eggs are scattered on the ground, propped upright by beds of glittering rocks and red goo. The chamber is hot like a sauna.

- Make a Vitality Check to resist suffering 1d8 Dread from the heat.
- A **SARVANG** (L6-C) mother is sleeping, hidden upside down on the ceiling in darkness.
- The "glittering rocks" are actually coins and gems covered in sticky red goo that sarvangs regurgitate to make nests. It takes time to make a Treasure Hunting Check:

1–2	It takes 20 minutes to find a pouch of Copper
3–5	It takes 10 minutes to find a pouch of Copper
6–8	It takes 5 minutes to find a pouch Silver
9–11	It takes 5 minutes to find a pouch of Gold
12+	It takes 5 minutes to find two pouches of Gold

  - If the PCs spend 20 minutes treasure hunting, the slumbering **SARVANG** wakes up and attacks.

The Lair of Shadows

Hex 17.33. This accursed place has a mysterious history. Some say that it was once the seat of power for an ancient kingdom, swallowed into the earth by a powerful spell. Yet more tell of ruthless dragons who insulted the gods and now dwell within a realm of darkness and confusion. Whatever the tale, all know that those who enter the Lair of Shadows rarely return.

THE NEVERWAS has been drawn to this shadowy, chaotic kingdom like a moth to a flame. Pulled by the will of Decima Natholgas, the long-dead dragon king that once dwelled within, the Neverwas fulfilled the dragon's ancient wish to rule his kingdom forever, creating a perilous new threat to the folk of Underlands.

THE SHADOWS

Every Adversary inside the lair is the shadow of a being that once dwelled there and has now been remadel by the dragon's fulfilled wish.They are corporeal and can interact with physical objects, be touched, and even be harmed. However, they are not fully real.

WHAT'S GOING ON

- The Lair of Shadows is a shadowy echo of an old kingdom of tyrant dragons that was destroyed by great magic.
- Recently, **THE NEVERWAS** fulfilled the ancient wish of the long-dead dragon king, Decima Natholgas, to rule his kingdom forever. The result is an amalgamation of the ancient kingdom's shadowy reflection and the chaotic magic of the Neverwas.
- The **NEVERWERES**, minions of the Neverwas, have occupied the lair.

RUMORS

- The Lair of Shadows is a twisted, otherworldly place that has never been fully explored.
- Long ago, the King of Dragons dwelled in the place now known as the Lair of Shadows.
- A procession of living shadows was seen entering the dark chasm known as the Lair of Shadows.

LAIR LAYOUT

LEVEL 1: THE UPPER CAVERNS

AREA 1: THE SHADOW CAVE

Long shadows crawl over the uneven, rocky ground. Shards of volcanic glass, jagged and polished to a mirror shine, protrude from the cave entrance like teeth.

- A cold draft whistles from the depths. A voice is carried on the wind, low and guttural, as if from some large creature. Only a few words can be heard, but one of them is "wish" and another is "welcome."
- The cave leads down, deeper into the earth to Area

AREA 2: TWILIGHT TUNNEL

A curved black stone ceiling, hand chiseled from the rocks, twinkles with quartz crystals. The tubular chamber captures every word and footfall and returns a thundering echo.

- Anything spoken by PCs in this chamber is echoed back to them in a horrible scream from the chasm in Area 4.
- A bioluminescent mushroom is planted in a small mug with a handle on it.
- A **DARKLING** is trapped in the path of the mushroom's light. The darkling voices its desire to escape its prison and promises it will not follow the PCs. This is a half-truth. The darkling will not threaten the PC in any way, but it will follow in the shadows and aid them when they need it most.
- A large, visible tunnel leads to Area 3. In the corner of the room, a smaller crawl tunnel leads to Area 4.

AREA 3: THE SILENT SENTRIES

Deafening silence fills a room with dozens of stout, round pillars that hold up the low ceiling. Shadows dance in the dimness.

- Footsteps are silent in this area, and one has to yell to manage an audible whisper.
- A group of **NEVERWERES** (L4-B) guard passage through a high archway that leads to Area 4.

AREA 4: WORLD BREAKER BRIDGE

A rope bridge stretches over a dark chasm.

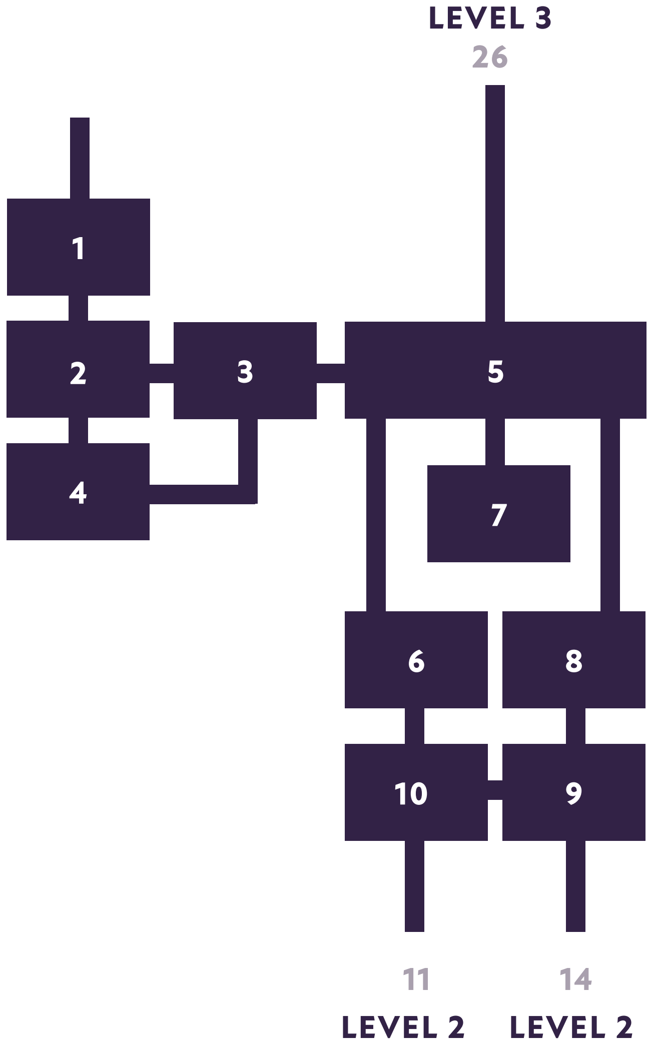
- The PCs voices from Area 2 echo back at them at a startlingly loud volume.
- The bridge is two hundred feet long and sways haphazardly with every step. For each half of the bridge, PCs must make Nimbleness Checks to keep from dropping items or even falling.
- The chasm is so deep that nothing dropped into it will ever hit the bottom. If a PC falls in, they appear in the realm on the opposite side of the mirror in Area 5.
- At the other end of the chasm is the entrance to Area 5.

AREA 5: THE MIASMA MIRROR

Hot, muggy air and clouds of dust swirl unnaturally from a mirror standing in the center of the room.

- The mirror reflects a murky world and is a secret doorway into another reality, a desolate desert world with a red sun that is home to both Ehk the Serpent God and Zuun the Firebird.
  - Zuun is a deity opposed to Ehk who is served by an order of welkin monks known as the Secretaries. These welkin crusaders stand against this realm's sarpathi who serve Ehk.
- A group of **SARPATHI REAVERS** (6xL6-B) notices anyone who looks into the mirror and rushes toward them to pull them inside. They are part of a larger retinue in service of a powerful, three-headed **SARPATHI HIEROPHANT** (L8-C).
- There are three doors: the left goes to Area 6, the middle to Area 7, and the right to Area 8.
- If trapped inside the desert world, it is possible to travel the perilous wastelands to Area 26.

LEVEL 1



AREA 6: THE HOLLOW HOLD

This oblong stone dungeon is filled with empty cages.

- Entering the room triggers an illusion that fills the cages, most of which appear to contain the decayed skeletons of adventurers. One cage, however, imprisons a whimpering **SKASH**.
- Kobo the skash is also an illusion. Kobo's story is that he made the mistake of exploring the Lair of Shadows in search of riches. Kobo believes there is a monster living in the shadows of this place and begs the PCs not to go any further. However, if the PCs free him, Kobo joins their quest.
  - Kobo will betray the PCs at an inopportune time, and the illusion will dissipate.
- A locked door exits to a windwept, stone staircase on a cliff, leading to Area 10.

AREA 7: THE CAIRNS

Razor-sharp cairn stones marked with runes rest in a triangle. Each hums with power and whispers secrets that only the wisest can interpret.

- There are three cairn stones with a unique rune on each. Touching a rune ignites its power. Rune A, B, and C can be activated to open a door to a hidden treasure hoard, but must be opened in the following order: B,C,A.
- Lore Check: Rune A means: Open, Undo, Reveal. Rune B means: See, Spot, Find. Rune C means: Touch, Feel, Unlock.
- If activated correctly, a magic door opens to an Ancient Hoard.

AREA 8: THE BABBLING SHADOW BROOK

Freezing cold, black water trickles along the ground of a sunken chamber.

- The water is unnatural, as if it were a liquid shadow.
- Unbeknownst to the PCs, the shadow dragon in Area 30: The Twilight Peak, is observing every detail of their journey through the dungeon. The dragon can project its voice into this area to taunt the PCs. The dragon reveals little, but it warns the PCs that they risk much by exploring this accursed kingdom.
- A group of shadow **WYVERNS** (L6-G) ambush the PCs once the dragon has spoken.
- The black water leads out of the chamber and into Area 9.

AREA 9: THE MYSTIC GROTTO

A dark, narrow outcrop of volcanic glass, as reflective as a mirror, surrounds the shadow brook that forms into a pool.

- The reflections in the grotto scowl at the PCs, as if they are negative versions of them. As the PCs wander through, **LIVING LANTERNS** cast shadows on the ground, and the shadows ask the PCs questions.
  - At first these are simple questions, like, "Why have you come?" But they soon become pointed questions about their Allies and Rivals, like, "What did you do to wrong (Rival's name)?"
  - The shadows have all of the memories of the PCs and, if given answers, will start to materialize into living copies of the answering PC. After 5 answered questions, the shadows are fully formed copies.
- An earthen tunnel exits the grotto and ascends to Area 10.
- Several small pools mark another way out into another connecting grotto: Area 14.

AREA 10: THIEVES' HOLLOW

Along a steep cliff face, narrow paths lead downward, deeper into the dungeon. The hushed sound of running water hisses far below.

- Loose rocks and slippery volcanic glass require Nimbleness or Athletics Checks to navigate safely.
- Tiny caves are tunneled beneath the paths like gopher holes. These are filled with a horde of shadowy **NABBER RATS** (L5-G) that attempt to steal from the PCs.
- Far below, the path leads to Level 2, Area 11.

LEVEL 2: THE LOWER CAVERNS

AREA 11: THE DUST RIVER

A river of dust roils like a sandstorm at the bottom of the canyon, its currents hissing and coughing with dryness.

- Skeletal remains of mummified folk are scattered along the banks of the dusty river. There are 1d4 *Mundane* items and a Normal Ration—a can of beets.
- Down the river, there are 4 passages along the rock walls.
  - The entrance to Area 12 is pitch black.
  - The entrance to Area 13 is blocked by a huge fossil
  - The entrance to Area 14 is cool and inviting.
  - The last passage is a crack that pumps heat and sand from another chamber. Entering the crack reveals a completely different world, a desert of red sand, blistering heat, and violent wind that inflicts 1d4 Dread. This is the strange realm inside the mirror in Area 5.
    - In the desert beyond the crack, a saddled **ZOZO BIRD** runs for its life from a **WEORG** (L5-C). The bird's rider is nowhere to be found. The zozo bird, if saved, will follow the PCs loyally, acting as a pack animal with +6 Inventory Slots.

AREA 12: THE PRISON OF THE SLAYER

A high, vaulted ceiling stretches into the darkness. Swinging gibbets on chains dangle from the ceiling, clanging and clattering together.

- A **GHOST** (L3-B) (formerly a boggart dragon slayer) has been trapped in a gibbet here for centuries. Unable to remember her name, she tells of a time when she was brave, before she faced the Master of Eem.
- The ghost must be convinced to tell her tale: The slayer traveled far and wide to destroy a dragon that lorded over all of Eem. Brave and true, the slayer faced many perils to find the beast, but upon meeting it, she was defeated and locked away in this very cage.
- The ghost tries to convince the PCs to turn around and flee because the dragon still haunts this Lair of Shadows.
- If the PCs release the ghost from the cage, she vanishes, thankful, but still warns them of the danger that dwells below.

AREA 13: THE TITAN'S TOMB

Giant, monstrous fossils decorate the huge flat walls of a grand subterranean chamber.

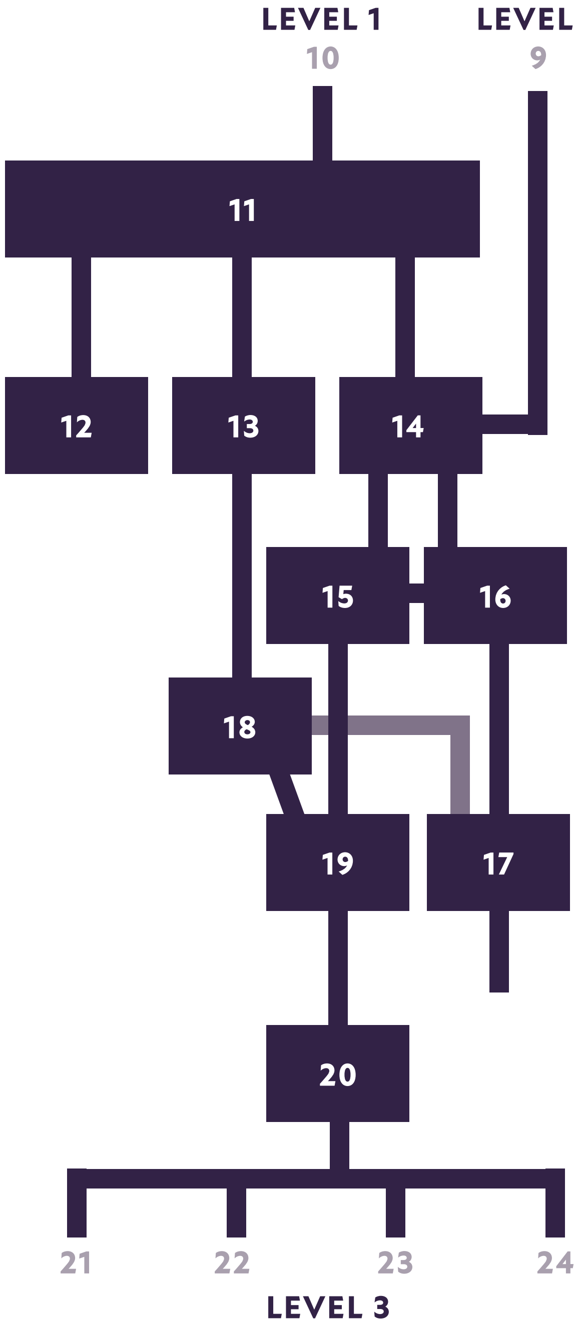
- Embedded in the wall is a building-sized skull with several exposed vertebrae. Wilderness or Lore Check: It is the skull of a legendary **SKASHIC TITAN**.
- A glimmer of light pokes through a pinprick in the soil packed in the skull's ocular socket. If broken through, there is a hidden tunnel, bright with **BLINKING CAVE-INCHERS** that leads to Area 18.
  - An old bed roll and satchel are at the end of the tunnel. An explorer's travel log, legible but moldy, is in the satchel. One passage reads, "This place is a wonder. Whoever built it had a true wizard's gift for opening doors to astounding places. When I return to New Delve City, I shall take with me the greatest discovery of all time! The name Peabody will be remembered forever!"

AREA 14: THE REFLECTING POOL

A placid subterranean lake reflects the cavern's glittering ceiling in perfect, serene stillness.

- The water is cold, clear, and fresh. Eyeless fish swim in it, They can be cooked and eaten.
- Perception Check: Hungry eyes glare from the ceiling, **STYGOBITERS** hidden among the crystal growths and sparkling gems.
- There is an ancient sword in the pool, caked with thick layers of sediment and crystals—a *Magnificent* sword with a random *Magnificent* Trait.
- Three passages extend from the cavern to Area 15, Area 16, and Area 9.

LEVEL 2



AREA 15: THE COLONY

Spires of black fungus curl like corkscrews through jagged stalactites in the ceiling.

- Drips coming from the stalactites are red, clearly blood.
- Hordes of **STALAG MITES** (L6-G) and **EYEBATS** (L1-B) battle for control of the room. Some consider the PCs to be far softer prey.
- There are two ways out at opposite sides. The sounds of ocean waves come from Area 16, and a terrible smell comes from Area 19 where bigger black mushrooms grow.

AREA 16: THE SHADOWY SHORE

An ocean of liquid shadows crashes against a shore of dark, colorless sand. The sounds of ocean surf whisper through the hollow chambers of this vast cave system.

- The ocean stretches into the deep, but it is not the Underdeep, it is the shadowy edge of another realm entirely.
- The sound of a bell tolls in the distance on the black water. If the PCs wait or camp here, a black ship with black sails appears on the horizon; it is filled with a horde of shadow **PIRATES** (6xL3-G, 3xL3-B, 1xL6-C) looking for a place to pillage.
- There are two small coves along the beach. The first leads to Area 15, the second leads to Area 17.

AREA 17: IRON GATE CORRIDOR

The caverns terminate as a corridor made from solid iron slag. At the corridor's far end is an iron door.

- The iron door is locked and has no knob or visible hinges. When pushed, the door will not budge. However, if the PCs can find a way to pull it, the door glides open, revealing the way to Area 18.
- There are the scattered bones of folk in piles on either side of the door.
- A lone **INKPOT SPIDER** (L4-B) picks through the bones looking for their lost, lucky coin, which they refer to as Coiny. It was a magical gift, always coming up heads: the perfect tool to settle any disagreement. The spider offers no reward for Coiny other than their friendship.

AREA 18: THE CROWN

A steep natural staircase leads to a huge flat, volcanic rock overlooking a chasm filled with black-capped mushrooms as tall as trees. Wind rushes up from the chasm's void.

- Halfway down the staircase is an iron door that leads to Area 17.
- A family of **SPONGOSAURS** (L3-G) bounce over the giant, black toadstool tree caps, desperate to escape a hungry **TUNNEL CAT** (L8-B).
- One of the smallest spongosaurs approaches a PC, rubbing against their leg for attention and help.
- The only way to continue forward to Area 19 is to jump from toadstool tree to toadstool tree, but any quick movement along the canopy attracts the attention of the tunnel cat.

AREA 19: THE ROTTEN FUNGUS BED

The toadstool trees terminate as they become shorter and stockier, eventually leading to the ground where the earth stinks of rotten vegetation and mold.

- There are clearly visible **FUNGHOULS** munching on the rotten, smelly, fungal slop. They are not hostile unless disturbed.
- A pinprick of a tunnel is visible in the distance, its light glowing like a beacon in the dark. It takes a day of travel (-2 Travel Check) to reach the light, which reveals a massive obsidian gateway with brilliant light glowing through a black iron portcullis—Area 20: The Realm Gate.

AREA 20: THE REALM GATE

A stone archway rises from the ground, marked by glowing green runes that hum as the PCs approach. But a black portcullis blocks the archway.

- The gate makes every PC's hair stand on end when they approach. A lever opens the gate, but it's very stuck.
- A family of **WINKY SPOILERS** (L2-B) are gnawing on the rusty gate, regurgitating to melt the metal, then gobbling it up. At this rate, it would take them weeks to eat through the gate. They decide they are far more interested in the PCs' metal equipment, which would be much tastier.
- If the PCs step through the gate, it swallows them up in a flash of light and deposits them to Level 3, Area 21: The Frozen Tundra.

LEVEL 3: BEYOND THE REALM GATES

Passing through the gate reveals a long corridor with four huge magic doors. The doors are unlocked, but they reveal strange and perilous locations when they are opened.

AREA 21: THE FROZEN TUNDRA

A freezing cold tundra stretches into an empty landscape, save for another magic door on the top of a nearby hill, standing in the open space without a frame or wall.

- Blizzard conditions make visibility poor, but the faint glow of a magic door comes from the top of a snowy hill.
- A huge, bearded **YETI** (L8-C) lives in a shanty next to the magic door on the hill. The yeti's name is Ogmo, and he is surprised to see another living creature. Ogmo can't exactly say where the PCs are, just that it's darn cold and the only warmth he can find is next to the magic door. Ogmo has never attempted to open it, for fear of wizards and such.
- Ogmo is hungry and invites the PCs into his large shanty for dinner. He's preparing frozen root tubers and potatoes that he collected down the hill.
- If the PCs want to leave through the magic door, Ogmo tells them to stay, because he's decided that he wants to eat them.
- Ogmo can be talked down if the PCs provide him with ample food, at least 5 Rations—anything less and Ogmo attacks.
- The door is not locked, but opening it reveals a hundred-foot drop, directly into a dusty, rocky landscape—Area 22: The Desert Wasteland.

AREA 22: THE DESERT WASTELAND

Under a blistering sun, ferocious winds scatter pale, white sand in a desolate desert.

- Make Vitality Checks to avoid becoming **TIRED** in the punishing heat (Disadvantage for anyone in Medium or Heavy armor).
- A magic door leading out of the wasteland is buried in a mountain of sand. A **SARGOG** (L9-C), Lord Raz'Katah, is coiled around the sand mountain. Raz'Katah is not guarding the door, per se, but sees no reason to move for inferior beings. They are haughty and easily provoked to violence.
- The door is locked by magic runes. Lore Check: The runes are Water, Life, and Death. The door will open if water is splashed on it, leading to Area 26: The Excavation of Ur.

AREA 23: THE RAGING OCEAN

Roiling seas crash against jagged rocks. White foam splashes on a shore of black sand.

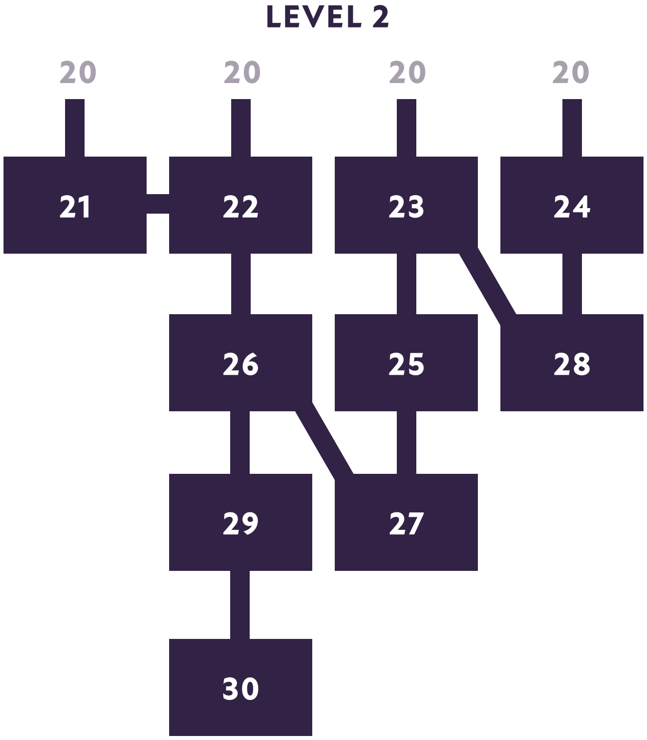
- The ocean stretches for miles. A hundred yards out, is a singular, jagged outcrop with a tall magic door resting on it. Waves crash against the outcrop—it's clearly a perilous swim to reach it.
- Wrecks of boats litter the shoreline, splintered on rocks and tangled with seaweed.
- One of the shipwrecks is salvageable if the PCs find a clever way to patch a fist sized hole in the hull.
- A rogue **SEA CHIMERA** (L6-C), grown fat eating sailors, stalks the waters between the shore and the magic door.
- The door leads to Area 25: The Desolate Moonscape.

AREA 24: THE MIDNIGHT JUNGLE

A cacophonous living jungle teems with insects and hidden beasts. Green vines dangle as leaves dip under the weight of a sudden downpour of rain.

- **GNASHFLIES**, **CAIN STINGERS**, and **SKEETERS** all buzz about in swarms. The jungle is stalked by dangerous beasts, including **BOGSNAPS**, **FWITTLES**, and a **TERRORSAUR** (L5-C).
- Wandering around the jungle is a recipe for disaster. But there is a hidden stone tunnel, overgrown with vines, that leads into a chamber with a pool of water.
- A magic door at the bottom of the pool, near a vicious but sleeping **RIVERSAUR** (L7-B), leads to Area 28: The Underdeep Bubble.

LEVEL 3



AREA 25: THE DESOLATE MOONSCAPE

Utterly silent, a flat gray plain of dust, pocked with craters, stretches as far as the eye can see. The stars above twinkle brilliantly, and the air is thin and cold.

- The PCs are on the moon, looking down at the Land of Eem. They can clearly see the continent, but other, smaller continents are visible as well. The PCs have no idea what they are called, but the world is clearly bigger than they thought.
- The moon dust kicks up with every step, and the PCs find themselves bouncing. Jump too high, and it becomes harder and harder to land without floating far away.
- Discarded cogs and gears on the ground form a trail that leads to a shrym explorer named Captain Boon who is building a rudimentary rocket.
  - Having discovered a wreck, Boon has been at it for the last several months. He's unable to open the magic door, and without fuel for the vehicle, he has no chance of escape.
  - Boon doesn't freely reveal why he came to the Lair of Shadows. If convinced to, he says that he heard a reliable rumor that something within the lair granted wishes. Boon's wish is to find his lost wife.
- The locked magic door stands a hundred yards from Boon's rocket. Written on it are the words, "Waxy skin, holes within."
  - Answer "cheese" and the door opens.
- Flying the rocket off the moon propels the PCs on a topsy-turvy journey toward the Land of Eem that ends in a crash landing in Area 27: The Faerie Forest.

AREA 26: THE EXCAVATION OF UR

Darkness washes over a gray chamber with a musty smell. Long-dead skeletons line catacombs in the cold stone walls.

- Stillness, soundlessness, close air, and darkness make this claustrophobic chamber unnerving. Make a Mettle Check to avoid suffering 1d6 Dread.
- The skeletons that line the walls grin empty grins. Unlit candles stick out their eyes like pale weeds. Lighting the candles illuminates the room, revealing three hidden doors.
- The first door is locked. Behind it is a chamber no bigger than a coffin with a skeletal wizard inside. The wizard has five gold rings. This *Magic* ring set was forged by Yatal the Imperishable, who met his end by the hand of the Gloom King.
  - *The Five*. The rings only work if they are all worn on the same hand. Ring 1: Grants +1 Courage. Ring 2: Grants +1 Dread. Ring 3: Grants +1 Might. Ring 4: Grants +1 Mettle. Ring 5: Once every Combat, inflict 1d12 Dread, which ignores Block.
- The second door is open and leads to a freshly dug tunnel that is filled with three dozen **SKELETONS** (L3-G). They are mining and pulling mummies from stacked tombs in the wall, gathering soldiers for the Gloom King's army. The skeletons briefly turn their attention to the PCs but will otherwise ignore them unless disturbed.
- The third door is the magic door, but it is held shut with huge, metal chains. It leads to Area 29: The Dawn Canyon. Trying to break the chains causes the skeletons to attack. But the skeletons will not follow the PCs through the door, should they escape.

AREA 27: THE FAERIE FOREST

This lush, green forest is alive with blooming flowers and buzzing hummingbirds. Warm sunlight passes through reaching tree limbs to dapple the ground. A cool, fresh breeze that carries the faint sound of mischievous giggling.

- The PCs are in one of the most beautiful forests they have ever seen; it looks unlike any within Mucklands and certainly like nothing in the Underlands. A Gnome or Unicorn would know that this forest is likely in the Dingledell, to the south of Grimly Wood, west of the Mucklands.
- The forest is filled with **FAERIES** who want nothing more than to play games and hear stories and riddles from the PCs. The faeries are childish and quick to be annoyed if the PCs don't play.
- There are two magic doors in this forest.
- The first door is located in plain sight, at the base of an ancient wurlwood tree, as tall as the tallest castle. This door is guarded by **FAERIES** (2xL1-C) who playfully harass the PCs. Passing through this door puts the PCs back where they started in the Faerie Forest, and the faeries think it's hilarious

because, “Silly folk, only one of the doors leads out of our forest”.
- The second door is located at the top of the tree, visible with a Perception Check. This door opens to Area 26: The Excavation of Ur.

AREA 28: THE UNDERDEEP BUBBLE

Cold blackness stretches out behind a wall of curved translucent glass. Distant lights twinkle like stars, flashing pale blue and orange.

- The PCs are deep underwater, protected by a giant glass bubble, a hundred feet in diameter.
- Wilderness Check: The lights are bioluminescent Underdeep fish, hunting for food. But it is too dark to see the fish themselves.
- A locked magic door is set into the bubble. It appears as though opening the door would flood the room, but it’s a magical exit to Area 23: The Raging Ocean.
- A *Huge* **CURDLE SNAIL** (L4-B) slowly inches along the glass bubble interior, far above the PCs on the ceiling. The snail holds the magic door’s key in its mouth—the key glows with a light that attracts deep sea predators.
- A **KRAKEN** (L9-B) is attracted to the light or the key and any other light produced by the PCs. The longer the curdle snail has the key, the more likely it is that the kraken will try to smash the bubble.

AREA 29: THE DAWN CANYON

A trickling rill cuts through red, clay-packed terrain at the bottom of an arid canyon.

- The sun rises and falls unnaturally quickly—in just one minute. Time is sped up here, and each minute here is a day in the real world.
- Near a rocky outcrop on the far side of a **THUNDERHORN** (L2-B) herd that is lapping up water from the rill, there is a magic door that leads to Area 30: The Twilight Peak.
- A group of **KOOGRAS** (L3-B) hiding in the shadows of the rocky outcrop springs to attack the thunderhorns and the PCs when they try to cross the river. The thunderhorns stampede, a hazard that rivals the attacking koogras.

AREA 30: THE TWILIGHT PEAK

As the sun sets, wind whips violently over an abyssium mountain peak, topped with a hoard of shadowy treasure. Cold and darkness swallow the peak—there are no stars, no moon. Just shadow stretching farther over a vista of Eem until all is dark.

- The shadows stretching from the sunset form a menacing shape, the silhouette of a shadow **DRAGON** (L10-C, half Courage) that has long dwelled in this magic place. The dragon cannot remember its own name, Decima Natholgas, only that it is the first dragon king who ruled over all of Eem (p292).
  - The dragon’s shadow still brings malice and fear to the world, because the great creature's final wish was granted by **THE NEVERWAS**. The dragon, however, does not understand this, only knowing that it has returned to rule its kingdom.
- Parleying with the shadow dragon suffers Disadvantage, for it is not a real dragon, but a vengeful shadow. In all other aspects it follows the same rules as a normal, corporeal **DRAGON**.
- The shadowy treasure is not real. But among the hoard of false coins is a real, tattered book: the spellbook of Wurmwig the Magician (p248). The spellbook is only usable by Gnomes, Wizards, or Witches, and contains:
  - 6 single-use spells, including an unfinished spell called *Wurmwig’s Last Design* (Lore Check to complete the spell).
  - *Wurmwig's Last Design*: **ENSORCELL** everyone within a Hex, but permanently lose 1d4 Courage.
- If the shadow dragon is defeated, the Neverwas will be infuriated for having its wish undone, and will flee to cause more havoc elsewhere. The strange shadow realm collapses around the PCs, leaving them in a dark, circuitous cavern.
- **HEROIC TITLE ACHIEVEMENT:** Defeat the shadow dragon.
  - ***Shadow Slayer* ♕.** PC inflicts Dread with Advantage to **NEVERWERES**, **THE NEVERWAS**, and any shadow beings.
- If the dragon is victorious, it changes its aggressive attitude and offers each PC a reward for their courage—a wish associated with their Personal Quest. This wish is actually granted by the Neverwas and will backfire on the PC in some way. The complication is only resolvable by defeating the Neverwas (p329).

The Searing Shrine

Hex 36.34. A long, narrow lava tube leads deep into the burning core of Eem, where geysers of magma burp and bubble from the earth. Skash believe that all of the world's life comes from the molten rock and blazing heat of the Searing Mantle, and so for generations the skash have ventured into the lava tubes to present offerings and attend to shrines that celebrate the core of Eem.

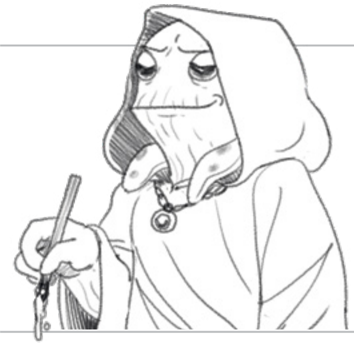
RUMORS

- Skash consider the Searing Shrine to be one of the most sacred places in the world.
- The Searing Shrine houses incredible hidden treasures.

SHA'EL THE ELDER

Firewarden and Core Poet, Sha'el leads a life of peace, tending to the Searing Shrine and all its chambers. Sha'el spends her days writing poetry in the stones with a molten pen and guarding the entry to the shrine, allowing only those who wish to peaceably witness the core to enter.

- **Traits:** Peaceful, philosophical, often rhymes.
- **Motivation:** Forever pay homage in the Searing Shrine and ensure that it does not become angry and erupt.



SHRINE LAYOUT

Sha'el the Elder must be convinced that all are worthy to enter the shrine, otherwise she turns the PCs away.

AREA 1: THE HALL OF POETS

A glowing red chamber displays obsidian statues of past Firewardens who have cared for the shrine.

- A languid **LAVAGOG** (L6-B) guards the exit to Area 2. It will not allow the PCs to pass unless Sha'el herself commands it.
- The eyes of the statues follow the PCs—an optical illusion. One statue stares directly at the floor.
- A secret hatch leads to a tomb where the wardens have been laid to rest. There is also a *Relic* stone tablet, *The Word of Skash*. 3 Charges. Spend 1 Charge to instantly cool lava to a solid state.
- If the PCs find and enter the secret tomb, the lavagog becomes hostile and attacks.

AREA 2: THE FALLS OF FOREVER

Magma spills over a cliff into darkness. A narrow cliffside walkway spirals downward.

- Reaching the bottom of the treacherous walkway takes a full day of travel (Travel Checks suffer Disadvantage). There is no place to safely camp.

AREA 3: THE GLASS BRIDGE

A wide bridge made from volcanic glass, littered with razor-sharp shards, creaks under every footfall.

- Make Nimbleness or Athletics Checks to avoid suffering 1d6 Dread from sharp shards.
- A starfell **GOLEM** (L4-C) demands a toll to cross the bridge. The golem won't accept money, only an 3offering of fire.

AREA 4: THE VENT

Hot air pumps from dozens of tiny holes in the floor. Red light glows from the holes, glaring like clusters of burning eyeballs.

- More statues of wardens, with their eyes closed, line the edge of the room. The only way across is to step around the glowing holes in the ground. The trap can be disarmed by activating a hidden lever.
  - Perception Check: One arm of a statue—the only one with its eyes wide open—is actually a well-disguised lever.
- Anyone who steps on a hole must make a Nimbleness Check. On a 5-, roll 1d4:
  - 1: Molten Lead Fountain inflicting 1d10 Dread.
  - 2: Blast of Steam inflicting 1d8 Dread.
  - 3: Volcanic Rock Blast inflicting 1d6 Dread.
  - 4: Deafening Whistle inflicting 1d4 Dread.

AREA 5: THE ALTAR OF OFFERINGS

A huge stone table stretches over two pillars of natural volcanic rock.

- The altar is adorned with piles of Ancient ⛁ (5 pouches worth). A solid, starfell chest with a starfell lock holds a Mythic Hoard and a single grain of stardust.
- If any treasure is taken from the altar, it provokes the wrath of the Searing Prince, a *Huge* **MAGMAR** (L7-C), the most powerful son of K'Ar, the Mother of Magma (p311). Unknown even to Sha'el, the Searing Prince lives in the shrine and has long enjoyed the idolization of the shrine's power. Defeating the Searing Prince sets off an eruption in the shrine.

The Neverwas Questline

All across the Underlands, **THE NEVERWAS** wreaks its havoc, changing the course of history not only by dredging up ancient, evil wishes, but also through fulfilling and twisting the dark desires of folk in the present. See The Shadow of Lost Wishes (p299).

- The Adventure Module, *Carnival of Lost Wishes*, is the ideal introduction to **THE NEVERWAS** and its far-reaching plans to fulfill the darkest desires of folk.
- Braag Gargoon is under the influence of **THE NEVERWAS**, which is exploiting his wishes to take control of New Delve City (p34). Under the alias of Giggles the Bent, Braag created the Court Jesters who are terrorizing the city.
- **THE NEVERWAS** corrupted the mind of the Boggernackle Abbot in New Delve City (p28), who is pursuing a plan that would flood the city with swamp water from the Mucklands.
- **THE NEVERWAS** influenced the mushrum Gaba'naba'gaba'gooda to murder Yaro the Coomaster in a grab for power (p134).
- The **NEVERWERES** have ensorcelled Ganz Mudderbee in Duskybottom, causing him to wrest control of the mayorship (p267).
- The Lair of Shadows (p321) has been infiltrated by creations of **THE NEVERWAS**—worst of all a shadow **DRAGON**. Already a dangerous place, the uncanny shadow magic of the Neverwas has made it exceptionally perilous.
- **THE NEVERWAS** has reanimated the corpse of Audrastica the Pitiless, a powerful wizard from ages past, whose megalomaniacal ambitions have driven her to retake the throne in her Keep (p240) and renew her ancient campaign to conquer Eem.

THE NEVERWAS QUESTLINE CONCLUSION

As detailed in **THE NEVERWAS** Adversary description (p396), the creature flees whenever it is too vulnerable. This makes destroying it incredibly difficult, even though it cannot heal. The PCs will likely have to confront it repeatedly as they thwart its plans all across the Underlands.

Once **THE NEVERWAS** is reduced to 0 Courage, it is Defeated, and anyone ensorcelled by the creature is finally freed. But even if the magic of the Neverwas and its **NEVERWERES** is destroyed, there will doubtlessly be many lasting repercussions from all the evil wishes that it fulfilled.

If the PCs succeed in defeating the Neverwas, see the quest **The Neverwas** (p300) for the Heroic Title Achievement bestowed by the ghost of Bim the dwelf.

If the PCs fail or don't intervene: One of the Neverwas's evil works will rise to power and infamy. The likeliest candidate is the undead **SORCERER** Audrastica the Pitiless who, if left unchecked, will march an army of **NEVERWERES** and **GHOSTS** across the Underlands, attempting to subjugate every major city on the way to the surface world. She intends to fulfill her life's desire to become the greatest wizard the Land of Eem has ever known.

CHAPTER 5

LORE AND CULTURE

Underlands History

AGE OF SWORDS

THE PRIMORDIAL UNDERLANDS

Long ago, when the Land of Eem was little more than an ember in time, the Underlands were a place of primordial chaos. Earth-shattering quakes and restless, roiling magma remade the world with fire and calamity. Great beasts carved their way through pristine rock, shaping the underground into a labyrinthine, inhabitable landscape. The titans were the first folk to dwell in this chaos. Now known as the Lost People, these mythic conquerors tamed the Underlands for ages untold, forging the fragments of the primordial chaos into a living world with structure and purpose. And though their true history remains unknowable, some of the grand, mysterious edifices of the Lost People still survive to this day.

THE HIDDEN FOLK

As long centuries passed, the Underlands settled and changed, and the history of the Lost People became myth. New folk emerged like mushrooms springing from the dirt, from the very stone and rock, and from the churning lava itself. In time, their hidden civilizations grew. The nomadic dweorgs roamed the lands searching for rare creatures and minerals. Moledwerps delved for fungi and developed subterranean agriculture. Mushrums mastered the wilderness of the Fungal Jungle. Flitterfolk set roots in secluded upside-down villages. Lorgads hunted the deadly beasts of the realm. Centipeople collected riches for their colonies. And the skash built beautiful hidden palaces of volcanic glass and pearl. But although they each blossomed on their own, these cultures remained hidden and sequestered from each other, rarely commingling. For the Underlands was a dark and perilous place, filled with all manner of dangerous predators.

THE LEGEND OF THE BOGSHEART

Long before the golden cities of Epoli and even the empire of Hamarung, a beautiful city with no name stood in the primordial bog of the Overlands. There, the first bogfolk lived in harmony and prosperity, and built magnificent structures of stone and winding, binding trees. Their most magnificent creation was the grand, spiraling tree of Bogs Reach, rising like a tower in the center of the nameless city. Year round, keepers tended to the great tree, harvesting the plump fruits from its branches and gently tapping the sweet water from its veins to keep their people healthy and well-fed. On its highest branch grew a giant, bulbous flower with bright, prismatic petals, and nested within the petals, a glittering green fruit pulsed with life—the source of all the tree's bounty and spirit. The bogfolk called this fruit the Bogsheart, and on the eve of every harvest, they made a harrowing climb up the root stairs of Bogs Reach to place a loving hand on the most beautiful thing they'd ever created.

But not all of the bogfolk were so content and thankful for the gifts of the Bogsheart. There were those among them that grew resentful of the lonely fruit and its keepers. They desired more than the Bogsheart could give them. Perhaps they thought they could grow another Bogsheart for themselves. And another, and another!

And so on the eve of what would be the last harvest, these covetous bogfolk made the harrowing climb, waylaid the keepers, and placed their hands on the Bogsheart, plucking it from the highest branch. In their greed, they stole it and left the nameless city. They fled to a place deep in the earth, where they could exploit the Bogsheart for their own machinations, without keepers to preside over their creations.

THE LONG, DARK YEARS

After their migration to the subterranean depths, the outcast bogfolk of the Bogsheart were not seen or heard from for ages. Much of their history is lost to time, but in those long, dark years, these bogfolk changed both in culture and appearance. Adapting to their new subterranean home, they took a new name—the goblins of the deep—and their wits and teeth, noses and ears, grew sharp to help them survive in the perilous dark of the Underlands. They remained skilled craftsfolk and builders, excavating and expanding across the underground world in vast cavern networks. But the goblins shed the communal bonds of the bogfolk to become more self-concerned, more individualistic, more out for themselves. Splinter groups of goblins established their own settlements and kingdoms across the Underlands. As their interests expanded and their curiosity grew, so did the foundations of their kingdoms. Healthy trade developed, but so did conflict and wars.

AGE OF STARS

THE STARFOLK AND THE DWELFS

Legends tell of stars that fell from the night sky, cutting through the clouds and impacting the earth with a brilliant flash, shattering into a million million beams of glimmering light. The Starfolk, ancient beings of pure magic, emerged from this light, bringing new magic to a broken world. The first creatures to inherit this magic were a simple, goodly folk called dwelfs. The dwelfs used this magic to create many marvelous things. The most marvelous was an artifact—the Wishing Stone—imbued with the power to grant three wishes. The dwelfs hoped these wishes would change the world for the better, for their greatest desire was to share magic with all the people of Eem. They believed that everyone should know the dazzling wonder and power that the Starfolk had gifted them. But when they wished upon the Wishing Stone, they did not get the outcome they expected. Instead of bringing wonders, the stone brought turmoil and strife. Power-hungry sorcerers hoarded the magic like gold, corrupting its might and using it against one another in a new era of warring wizards.

After this, the dwelfs vowed never to use the Wishing Stone again and tried to destroy it. But they failed. The stone could not be unmade, only broken into three indestructible shards. So they traveled to the Underlands and cast those shards into the far reaches of the Abyss.Two shards were found and fought over, but the third was lost.

THE REIGN OF WIZARDS AND DRAGONS

With so much power to be gained, magic became both a prize and a weapon. A cataclysmic war consumed the land and spilled into the Underlands as wizards fought to rule over each other. They built clandestine keeps in far corners of the Underlands; fiery castles in the hearts of Abyssal volcanos, and icy fortresses in the frozen steppes of the Shimmering Shar. And they waged proxy battles through subterranean minions and monsters to further their individual quests for power.

Resenting the ascendancy of wizards, and coveting their hoards of priceless treasures, the dragons of Eem took to the skies with newfound fervor, reluctant to cede their dominion over the world. Long, destructive wars between wizards, dragons, sorcerers, and witches continued, ravaging the Underlands and Overlands alike. But it was in this age of tumult and turmoil that a generation of brave, defiant heroes was born in the golden city of Epoli. Uniting the people across the Overlands under the banner of Star and Flame, they fought to bring order and peace where sorcerous fiends and pitiless dragons once reigned supreme over oppressed folk. With courage and might, they put a final end to the wizard wars and drove the dragons from the surface into the Underlands where they would slumber and stew for ages.

AGE OF FLAME

THE PROSPEROUS YEARS

With the end of the reign of wizards and dragons, the native folk of the Underlands could finally flourish freely. After so many centuries of turmoil, folk wanted little more than to live without fear and thrive in peace. Dweorgs crafted sprawling cities of crystal and traveled the Old Dwarf Road built by their dwarven cousins during the previous age. Moledwerps dispersed across the Abyss establishing homesteads and villages. Mushrums ruled the Fungal Jungle under the good and just reign of the Great Mushrum King. Flitterfolk spread their wings and branched out to the far corners of the realm. Centipeople tunneled trade routes. And lorgads felled the great megafauna that once dominated the wilderness. Conflict between the Underlands folk was rare during the Age of Flame, as they respected each other's boundaries. But all that would eventually change with the rise of the goblins.

AGE OF ASHES

THE GOBLIN WARS

In the region now known as the Under Mucklands, small goblin kingdoms rose and fell as they fought and squabbled over territory and resources. All the while, they continued to expand their borders as they navigated the realms of their neighbors. Making contact with various folk like the dweorgs, mushrums, centipeople, and flitterfolk, the goblins mostly found opportunities for partnership and trade. But as their ambitions led them deeper and deeper into the earth, goblin explorers encountered another, older civilization that did not share their principles whatsoever. The skash, who dwell in the dark Abyss, were affronted by the goblin expansion into their region, sparking a ferocious, protracted conflict. Not only were the goblin armies driven from the Abyss by the thousands, but goblin cities in the Under Mucklands were reduced to ruins when the skash retaliated. With the goblins beaten handily and left in shambles, a goblin named Graag Gargoon rose to prominence among them and became a king, uniting many of the folk under his rule. With his guidance, the goblins built the sprawling settlement of New Delve City, and trade flourished once again.

THE DUNGEON ERA

Fearing expansion into the more dangerous parts of the Underlands, King Graag Gargoon looked to the ancestral land of the bog to achieve his industrial vision. Amassing tremendous support from a society rattled by war, Gargoon pledged to bring about a new era of prosperity and growth. A rampant expansion into the Mucklands followed, resulting in an industrial revolution gone wild. The natural resources of the Mucklands were depleted, and the populace became increasingly dependent on mining, clear cutting, oil extraction, and mass manufacturing in smoky cities like Thurf. Over time, the reckless ways of the Dungeon Era exacted a high price for goblindom's surge in prosperity. It also created a new kind of battleground, one fought by tycoons and exploitative dungeoneering corporations vying for power and influence. Today, the Gargoon family remain royal governors, but corporate interests reign supreme.

THE COSMOPOLITAN PRESENT

The Dungeon Era's economic boom sparked both widespread cross-pollination with the Mucklands and an explosion of diversity in goblin society. Hubs such as New Delve City and Port Lagoonie found their goblin populaces intermingling with boggarts, wugs, boggles, and whalens, not to mention Underdwellers like dweorgs, moledwerps, centipeople, and flitterfolk. Despite its environmentally destructive impact, the Dungeon Era brought many cultures together to merge peacefully with one another. For all its problems, the present day is by far the most cosmopolitan age of the Land of Eem.

A GROWING DARKNESS

Since the Age of Stars, a hidden wellspring of dark, corrupted magic had been festering and growing from the lost shard of the Wishing Stone—all of the unfulfilled wishes that could have been but never were. All of the lost dreams of the world manifested in a frustrated storm of untapped potential—and when a brave hero destroyed the Wishing Stone once and for all, this force coalesced into a malign entity known as the Neverwas. Avaricious and unfulfilled, the Neverwas now haunts the Underlands, delighting in fulfilling folk's darkest wishes and feeding off the turmoil those wishes create.

Underlands Culture

POLITICS

Politics in the Under Mucklands are rooted in trade and commerce. The goblin aversion to war—having been on the losing end of battles throughout history—more often than not prevents violent conflict from erupting between disputing factions. But the Dungeon Era's hallmark of corporate expansion certainly rubs other cultures the wrong way. Skash, mushrums, lorgads, and moledwerps, for example, all value their independence and seclusion from exploitative visitors.

As the governors of New Delve City, the Royal Gargoons play a major role in keeping economic peace in the Under Mucklands. Whereas corporate espionage and sabotage has run amok in the Mucklands, that sort of intrigue is discouraged in the Underlands under the watchful eye of the Gargoons, who have been known to place sanctions on companies that overstep boundaries.

MUSIC, ART, AND LITERATURE

In general, goblins care little for music, often considering it a frivolous pursuit. But if they had to choose, most goblins would probably list the tuba, kazoo, and hurdy-gurdy as the most pleasing instruments. Moledwerps, on the other hand, consider music an important part of daily life, having popularized the plinkstick, a kind of one-string banjo, as well as a percussive mushroom called a waddledorp. As for dweorgs and lorgads, they both have an affinity for musical hollering and low, baritone humming, a practice common amongst nomads and miners alike. On the other end of the spectrum, mushrums rarely engage in music-making, but outsiders report that the vocalized sound of their telepathic cooing is extremely harmonic.

Like music, seriously pursuing an art career in the Under Mucklands is frowned upon as a self-indulgent pastime for slackers who don't want to work a real job and don't value fiscal security. But acquiring found art is another story. The culture of dungeoneering and unearthing lost treasures from forgotten places has inspired collectors that seek archaic art objects: paintings, pottery, metalwork, and even books. Old dwarf relics of high craftsmanship and tomes of ancient myths and legends are among the artifacts most prized by the affluent.

The most prominent literature in the Underlands is non-fiction—news reporting, journals, reports on discoveries, and studies. *Dungeoneer Magazine*, while wildly popular in the Mucklands, is mainly considered a children's publication in the Underlands. Instead, periodicals such as *New Delve Journal of Economics*, *Mazes and Monsters Monthly*, and *Amazing Discoveries Almanac* are more widely read by adults.

FASHION

A new fixation on fashion as a form of self expression has developed along with the economic growth (opulence even) of the Dungeon Era. In New Delve City, particularly, fashion has emerged as a respected art form, and folks pride themselves on how avant-garde their clothes, hats, and hair are. Youths will spend hours each morning accessorizing their clothing and styling their hair, combing it to perfection in extreme shapes and angles. The social elite adorn themselves with gaudy, colorful costumes crafted to tell stories almost like characters in a play. Those who lack any sense of style and flair are labelled "cuboids," "flopsuits," and in the case of unstylish adventurers: "murder hobos."

ENTERTAINMENT

In a culture without much art and music, entertainment in the Under Mucklands is focused on social gatherings. Nightlife in New Delve City is legendary for its exclusive parties and lavish galas where the elite show off the latest looks. Prop comedy, burlesque, and ventriloquism shows are all the rage. But perhaps the most ubiquitous form of entertainment is gambling, whether it's bulk buying loot boxes, playing the market at the Pit Street Exchange, betting on dweorg beast-fighting matches, or good old-fashioned Rascal Rummy at the nearest tavern. The mushrums in the Fungal Jungle are famous for their lack of entertainment needs, though they have a great appreciation for fine cuisine as an art form. Most occupy themselves by working, doing chores, cooking, and teaching mushlings the skills and knowledge to succeed in the colony.

RELIGION

Much like the Mucklands, religion in the Underlands is made up of a collection of many folk traditions that include the veneration of spirits, beasts, and mythic figures. The majority of folk (except the most jaded and skeptical) share a belief that the world itself is steeped in magic.

In the Underlands, legends of gods and spirits are often born in stone, fungi, magma, and glass. Tales of creatures and heroes who ascend to a kind of spirithood are as diverse and numerous as the folk who dwell in the depths of Eem. While there are many traditions, a few are well known by practically everyone.

PROMINENT FOLK GODS AND SPIRITS

- **The Coldwyrm:** A dragon whose cold breath freezes the Shimmering Shar.
- **Ehk:** The primordial serpent God of the sarpathi Cult of Ehk.
- **Kra:** A spirit dragon said to boast the largest treasure hoard in the Land of Eem and that is counted among the dweorgs as their greatest patron.
- **The Lost People:** Mysterious titans who built ominous structures throughout the Underlands, and whose secrets are lost to time.
- **Moledwar:** A gargantuan tunneling beast that excavated the primordial Underlands.
- **Myko'morga'megalo'mungus:** A mythic folk hero of the Fungal Jungle mushrums who ruled the region for centuries.

New Playable Folk

CENTIPERSON

Centipeople are many-legged insectoids with plump, worm-like bodies. If not adapted to metropolitan city life, they often dwell in colonies akin to huge termite mounds. Known as excellent collectors, menial laborers, and negotiators, many centipeople work in various roles for the Big Three during the Dungeon Era. Janitors, middle managers, and accountants are all considered high status among centipeople.

EXAMPLE NAMES

Telly, Oodrin, Wemby, Bup, Pilly, Kelly, Guppa, Smanch

SIZE

Medium or Big

SKILLS

- +1 Nimbleness, Vitality, or Lore
- -1 Tinker, Athletics, or Sneak

HOMELANDS

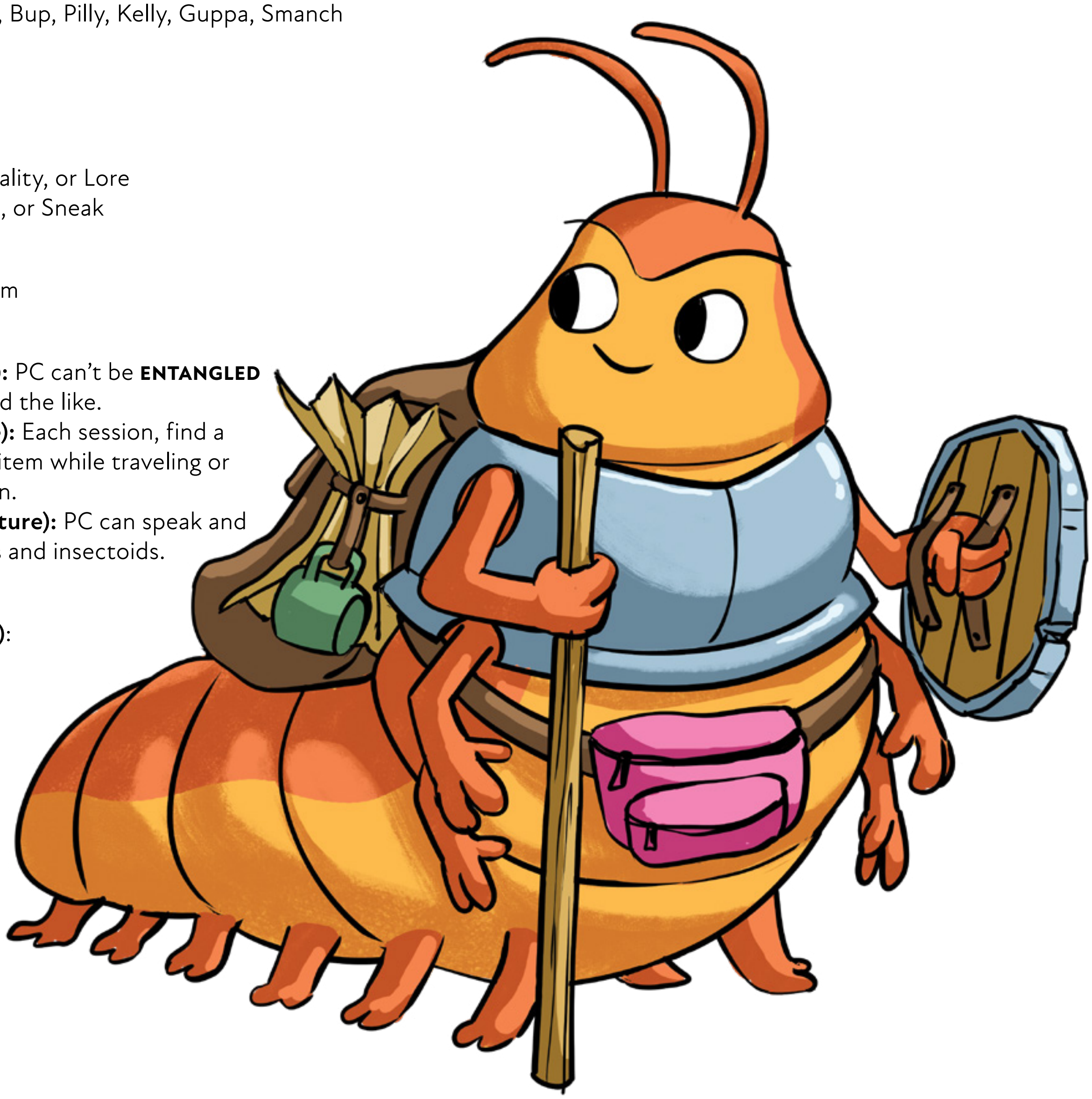
The Underlands, Shrym

PERKS

- **Wiggly (Ancestry):** PC can't be **ENTANGLED** by ropes, vines, and the like.
- **Collector (Culture):** Each session, find a random *Mundane* item while traveling or exploring a location.
- **Chitterspeak (Culture):** PC can speak and Parley with insects and insectoids.

QUIRKS

- **Clumsy (Ancestry)**: PC has Deficiency in Swimming and Running Away.
- **Unintelligible (Culture):** PC suffers -1 to Social Checks in Settlements.



FLITTERFOLK

Diminutive bat folk with prominent noses and winged arms, flitterfolk are almost like furry imps. They have great senses of humor, and their chittering voices echo through the caverns like birdsong. Native to the Underlands, flitterfolk tend to live in small cave communities, hunting crag oysters and herding weevil colonies. Few flitterfolk have ever ventured out into the Overlands. The mere thought of such a thing is like the average person's desire to go deep sea diving. All flitterfolk can fly, but as it happens, flying for flitterfolk is like running for humans, so they tire relatively quickly.

EXAMPLE NAMES

Fluter, Keel, Tragg, Kalka, Gleaner, Volan, Skimmon, Swit

SIZE

Small

SKILLS

- +1 Perception, Nimbleness, or Sneak
- -1 Might, Mettle, or Lore

HOMELANDS

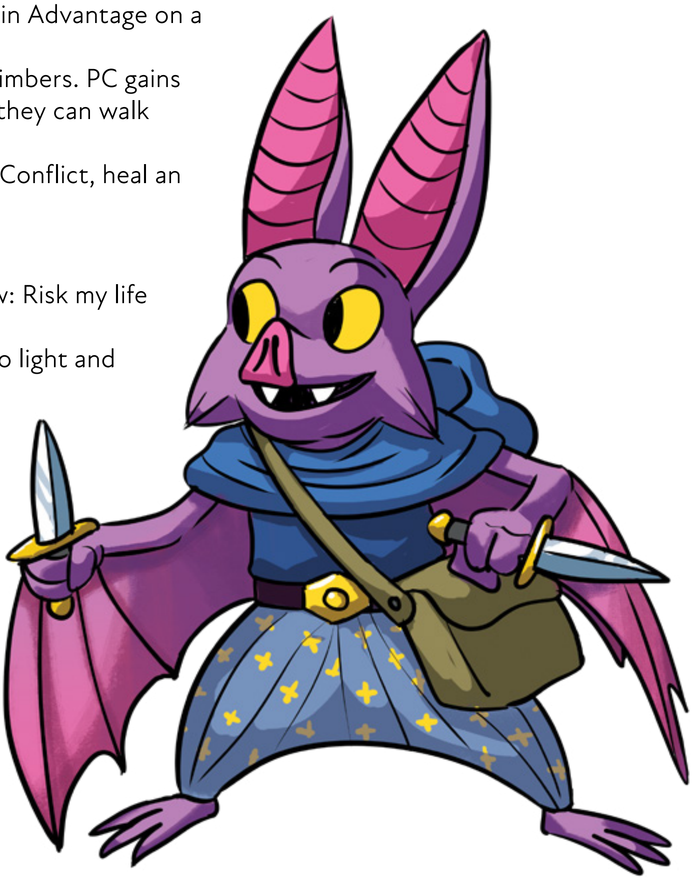
The Underlands, Grimly Wood

PERKS

- **Echolocation (Ancestry):** Flitterfolk are expert navigators in the Underlands and at night. Once every session, gain Advantage on a Travel Check in either circumstance.
- **Rock Jock (Ancestry):** Flitterfolk are talented climbers. PC gains the Climbing Proficiency. If there are foot grips, they can walk upside down on ceilings.
- **Lifting Laughter (Culture):** Each session, out of Conflict, heal an ally for 1d8 Courage.

QUIRKS

- **Risk Taker (Culture):** PC gains the following Flaw: Risk my life for a quick reward.
- **Sensitized (Ancestry):** Flitterfolk are not used to light and noise pollution. PC suffers -1 Perception and Search in large Settlements and in daylight.



MOLEDWERP

Hailing from the Abyss, moledwerps are consummate tunnelers and farmers of the deep Underlands. They tend to enjoy traveling great distances to sightsee and have interacted with goblins on many occasions. But in general, while it's hard not to get along swimmingly with a moledwerp, they prefer their remote homesteads to big cities.

EXAMPLES NAMES

Parnell, Delmer, Lauretta, Deliler, Wilmert, Gemma, Eulice, Dockery

SIZE

Small or Medium

SKILLS

- +1 Charm, Realms, or Tinker
- -1 Intimidate, Perception, or Nimbleness

HOMELANDS

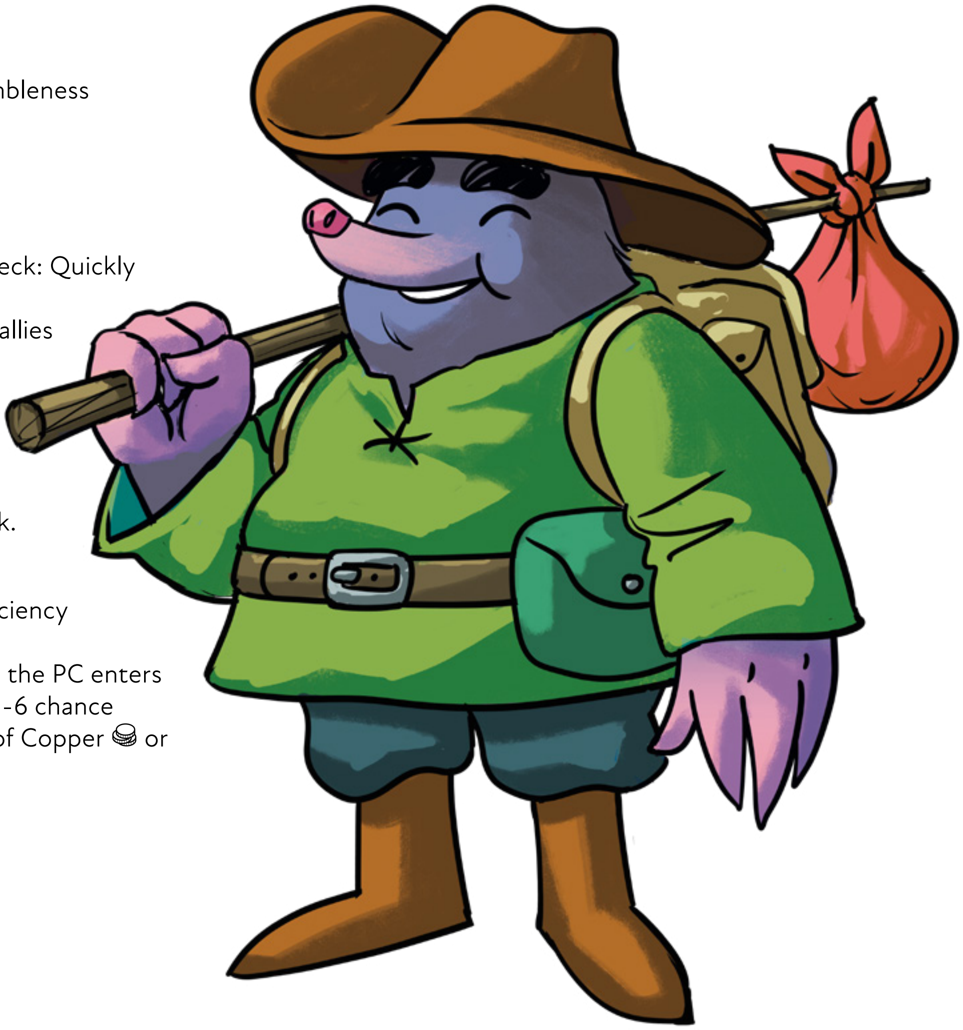
The Underlands

PERKS

- **Digger (Ancestry):** Athletics Check: Quickly dig a hole or tunnel in dirt.
- **Hospitality (Culture):** The PC's allies heal +1 Courage after eating and a night of rest.
- **Farming (Culture):** Once every session, gain Advantage on a Gather Materials or Picking Herbs Check.

QUIRKS

- **Myopic (Ancestry):** PC has Deficiency in Long Distance Vision.
- **Easy Mark (Culture):** Every time the PC enters a new settlement, there is a 2-in-6 chance that pickpockets steal a pouch of Copper ⛁ or a Mundane item.



FOLK CULTURES

CENTIPEOPLE

Centipeople are many-legged insectoids with plump, worm-like bodies. Those who aren't adapted to metropolitan city life often dwell in colonies akin to huge termite mounds. Known as prolific collectors of found items, skilled menial laborers, and excellent negotiators, many centipeople work for the Big Three during the Dungeon Era. Janitors, middle managers, and accountants are all considered high status professionals among centipeople.

Core Values & Beliefs

- Loyalty to family and job.
- Mastery only comes with a lifetime of repetition.
- There is beauty in even the simplest of tasks.

Customs & Practices

- Often keep the same job their entire life.
- Hoard food stores in preparation for hard times.
- Work for many hours at a time.

CHROMADYTES

Colorful, spiky creatures made of hard crystal, chromadytes dwell in the Underlands, protecting the earth's minerals. They are generally a peaceful species, only interested in the preservation of precious crystals, rocks, and gems. But anyone who digs, pollutes, or destroys their territory is bound to meet their ire.

Core Values & Beliefs

- The earth speaks through energy and vibration, but few listen.
- Perception is a prism.
- Protect the Underlands from industrialists.

Customs & Practices

- May spend decades embedded in crystal or rock without moving.
- Gather in groups called tunings to align with each other's energies.
- Sometimes turn enemies into inanimate crystals.

DWEORGS

Roaming the Underlands and Overlands alike as nomads, dweorgs live in collectives that ply their trades on the road. They are frequently employed as hunters, traders, and miners. While they speak Folk Tongue, most dweorgs can also communicate with each other with their ancestral language made up of guttural whistles and belly-hollering, which other folk have trouble translating.

Core Values & Beliefs

- An agreement, once codified, cannot be broken.
- A beast is only as loyal as its master is to them.
- Life, just as our travels, are circular.

Customs & Practices

- Capture rare beasts for labor and profit.
- Collect gems, not only for profit, but for luck.
- Never stay in one place for too long.

FLITTERFOLK

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Core Values & Beliefs

- An empty cave is an empty heart.
- The echoes of ancestors last a thousand years.
- Laughter lifts wings.

Customs & Practices

- Rarely leave the darkness of the Underlands.
- Bring gifts of food to anyone they visit.
- Spend hours preening and styling hair.

GOBLINS

Goblins are credited as the primary architects of the Dungeon Era, which has shaped the modern world for better or worse. Many tend to be industrious and enterprising, seeing opportunity for adventure around every corner. They often value education, getting a good job, and spending their hard-earned cash on the finer things in life (fancy clothes, gourmet food and prop comedy shows.)

Core Values & Beliefs

- Goods may be inherited, but authority comes from hard work.
- Don't tell your neighbors the right or wrong way to live their lives.
- Never forget those who wronged you on the way up.

Customs & Practices

- Poetry and paintings are fine and dandy, but “real” art should make you laugh.
- Wealth and material items are a status symbol.
- Promotions or advancement are tremendous accomplishments to be lauded and celebrated.

MOLEDWERPS

Hailing from the Abyss, moledwerps are consummate tunnelers and farmers of the deep Underlands. They tend to enjoy traveling great distances to sightsee and have interacted with goblins on many occasions. But in general, while it’s hard not to get along swimmingly with a moledwerp, they prefer their remote homesteads to big cities.

Core Values & Beliefs

- The soil provides.
- Intuition is more reliable than sight.
- Nothing is worse than a bad neighbor.

Customs & Practices

- Keep sustainable gardens and farms.
- Love vacationing and sightseeing.
- Get married young and grow old together.

MUNG (CITY OF SLIME)

A species of sentient slime from the Underlands of Eem with a reputation for being dangerous and predatory, mung are infamous for their rivalry with gelatinous goos, and the two species are frequently at odds with each other in the deepest recesses of the subterranean world. The mung of the City of Slime have softened their warmongering ways and are making an effort to interact peacefully with other folk.

Core Values & Beliefs

- Destruction is inevitable.
- Existence has no inherent meaning.
- All become one with the Great Mung in the end.

Customs & Practices

- Tend to have aggressive personalities.
- Work hard for the privilege to assimilate with the apex mung in their colony.
- Cultivate slime and use it to build incredible architecture.

MUSHRUMS

Hailing from tight knit colonies where individuals can telepathically share thoughts with each other, they often speak in a high-pitched, lilting monotone. Since they are rarely integrated into society at large, some mushrums have trouble understanding the social cues and humor of other folk, tending to take things very literally.

Core Values & Beliefs

- Cooperation and teamwork.
- Oaths are unbreakable.
- Community above all.

Customs & Practices

- Trade a need for a need. Consider money to be a silly in-between.
- Often take a long while to decide, debating multiple perspectives.
- Engage in what is called “the coo,” a ritualized, communal telepathic discussion.

PALE FOLK

Pale-skinned, eyeless, faerie folk of the Underlands, the pale folk have toothy grins and a tittering cackle for a language. Other Underlands denizens are frequently frightened by these subterranean creatures, when in fact they can be quite friendly. Pale folk live in small burrows all over the Underlands, and they especially love dwelling near cities that attract lots of vermin, their primary food source. To an outsider, the language of pale folk sounds like a coven of the nastiest witches laughing. But they actually communicate complex thoughts and emotions through their lilting intonations and laugh patterns.

Core Values & Beliefs

- Bottling a laugh is like chaining a beast.
- Better to make friends than enemies.
- Darkness illuminates the wicked in other folk.

Customs & Practices

- Collect baubles with interesting textures.
- Set elaborate traps for rats and other vermin.
- Gather in large numbers just to laugh.

SKASH

Largely unknown to other Underlands denizens except for goblins, skash dwell in secluded strongholds deep in the Abyss. They are peaceful but will fiercely protect their homes. In the early days of the Dungeon Era, this trait led to hostile encounters with the goblins who delved and plundered without thought. Due to their salamander-like appearance, some surmise that skash are distantly related to **MANDRA**, but neither culture has a record of this.

Core Values & Beliefs

- Darkness is a cloak of safety.
- Be serene like a dormant volcano, but when the time comes—explode with fury.
- Lava is to be respected and revered.

Customs & Practices

- Live in beautiful strongholds of pearl and abyssium.
- Revere skash born with gemmed eyes as holy and special.
- Keep dream journals.

SARPATHI (THE SILVER COIL)

Not all sarpathi have fallen under the sway of the Cult of Ehk. The loyalists of the Silver Coil defy the cult, reviling its violence and zealotry. Instead, Silver Coil sarpathi are known to be much more measured and reasonable, adhering to the customs of ancient imperial Sarpath.

Core Values & Beliefs

- There is power in balance.
- A snake in the grass is shielded from enemies.
- The Cult of Ehk are extremists that must be stopped.

Customs & Practices

- Only kill critters necessary for sustenance.
- Chronicle ancient bloodlines dating back thousands of years.
- Excel in alchemy, but eschew other forms of magic.

CHAPTER 6

FACTIONS

Major Factions

THE BIG THREE

The nickname given to the three largest dungeoneer outfits in the Land of Eem: Subterranean Pits and Lairs, Unassailable Co., and Krog & Sons, Inc. Though often referred to as a single entity—the Big Three—they are bitter rivals with a few common goals. Each company is a powerhouse throughout the Mucklands and Underlands, and all three of them have close ties to the royal family in New Delve City.

Locations

Point Matrix (p77), New Delve City (p13)

Goals

- Maintain the status quo of dungeoneering in the Underlands.
- The three companies are completely at odds with each other, but they all want to squash smaller competition, and have become increasingly willing to coordinate to do so.
- Eventually destroy or acquire each other until it's just the "Big One."

Threats

- **The Under-Dweorgs:** They care little for big business and go where they please in the Underlands, mining and taking gems.
- **The Hammer and Claw Company:** This new company is gaining influence in Copperdust Mines, and its success sets a bad precedent.
- **Dungeoneer Academy:** They are teaching a generation of dungeoneers good values that are diametrically opposed to corporate commercialism.
- **Mushrums of Mycelior**: The mushrums picked a bunch of moldwerp tycoons to trade with instead of getting in cahoots with the Big Three.

Allies

- **Free Delver's Union:** Deep pockets can buy productivity and discretion, and for years the Big Three have been exploiting their ally in exchange for both.
- **The Royal Gargoons:** The Big Three have close ties to the royal court in High Rock, heirs to the Dungeon Era's founder. Despite their corporate empires being primarily based in the Mucklands, the Big Three commonly influence the politics of the Underlands through their royal allies.
- **The Office of the City Guard:** Often underpaid, the OCG has been known to accept donations from the Big Three for various favors of varying significance.

CHILDREN OF GOOTONIA

Founded on the principle that goos must reclaim their ancestral right to the old city of Gootonia, this fringe organization of political insurgents is known to make trouble. Decades ago, Gootonia was destroyed by the mung, who now thrive in the City of Slime. The Children of Gootonia are a zealous group fixated on tearing down the mung city and building a New Gootonia where gelatinous goos are welcomed, safe, and free to revitalize their rich culture.

Locations

The Hidden Base (p254), Jellyhaven (p196)

Notable Members

- **Fearless Leader:** The mastermind of the Children of Gootonia. (p254)
- **Evil Weevil:** The resident dwimmercrafty witch. (p254)
- **Boom-Boom:** The demolitionist. (p255)

Goals

- Destroy the mung City of Slime and build a New Gootonia.
- Collect lost knowledge and pieces of their heritage from the ruins of old Gootonia.

Threats & Enemies

- **Lady Haven:** Descendant of the royal court of old Gootonia, Lady Haven opposes the Children of Gootonia's methods. She and her loyal followers want to stop them and divert their frustration and anger into more productive cultural growth in Jellyhaven.
- **The City of Slime:** Authorities are aware of the Children of Gootonia's efforts to destabilize the city and work to oppose them.

Allies

- **Disillusioned Goos:** Outcast, homeless, and disillusioned goos with chips on their shoulders are drawn to the idea of taking action to achieve the dream of New Gootonia.

COURT JESTERS

The infamous clown gang is known for terrorizing the streets of New Delve City. The Court Jesters are expanding throughout the Under Mucklands, to anywhere the Gargoon Family has influence. These chaotic, garishly dressed jesters grin and giggle with painted faces as they wreak havoc and play out deadly pranks on the populace. Though reviled by the citizenry, the Court Jesters' numbers are swelling, and their growing menace has thrown the city into a storm of uncertainty and fear.

Locations

Gunkhold Grotto (p46)

Notable Members

- **Giggles the Bent:** The undisputed leader of the Court Jesters. (p46)
- **Garla Grins-a-lot:** Giggles the Bent's right-hand goon. (p46)

Goals

- Plunge New Delve City into utter chaos in an attempt to collapse the government and wrest control of not only the city, but the region.
- One-up each other on the streets, playing dangerous and deadly pranks on a terrified population.

Threats & Enemies

- The Office of the City Guard (OCG): Though struggling to keep up, the OCG works tirelessly to thwart and capture Court Jesters guilty of crimes.
- The Royal Gargoons: Though battered and losing the support of a frightened population, the royal family works to counter the Court Jesters every way they can.

Allies

- **Braag Gargoon:** The secret leader of the Court Jesters, Braag pulls strings and hides in plain sight as Giggles the Bent.

The Black Nail Clan: Known to coordinate with the Court Jesters when it serves them, the Black Nails trade information and stolen goods.

DARKSHROOM CLAN

This rapidly proliferating group of mushrums serves the malign intelligence of the Darkshroom Hivemind, an evil fungal being that seeks to grow and consume without end. These mushrums are most frequently mind-controlled, their own fungal bodies corrupted by the Darkshroom's influence. The Clan itself is a roving terror, kidnapping and sacrificing innocents, and plotting to poison the entire Fungal Jungle with their blight.

Locations

Darkshrom Tangle (p154), Darkshroom Lair (p174)

Notable Members

- **The Darkshroom Hivemind:** A fungal monster, also known as Annulus the Evergod. (p175)
- **Rek:** A mysterious persona, played by several different cultists across the Fungal Jungle, who recruits disgruntled and listless mushrums into the Shadowcap Brigade. (p115)

Goals

- Seed the Fungal Jungle with the corrupted mycelium of the Darkshroom, so that their master, a mighty fungal monster can devour the region.
- Capture travelers and either corrupt their minds to grow their ranks into an army or sacrifice them to the Darkshroom Hivemind.

Threats & Enemies

- **The Mushrums of Mycelior:** Enemies of the Darkshroom, Mycelior and its surrounding people often thwart the Hivemind's malignant aspirations. However, they do not entirely know the full scope of its evil power.

Allies

- **The Shadowcap Brigade:** The unwitting ally of the Darkshroom Clan, the brigade is rambunctious, angsty, and discontented, with most of their ire aimed at the authorities of Mycelior. Little do they know that they act on orders that come directly from the Darkshroom Hivemind.

DUNGEONEER ACADEMY

The renowned adventurers' school, Dungeoneer Academy, was founded to inspire new generations of dungeoneer explorers. Over decades of operation, the school has produced some of Eem's most notable explorers, including the famous Shane Shandar. Each year a new crop of students enters the workforce with top-notch skills and rock-solid values instilled in them by the best teachers in the field. In fact, the students are taught to live by a special Dungeoneer's Code, a sort of modus operandi for successful and prudent dungeoneering.

The Dungeoneer's Code

1. Discover new life and lost civilizations.
2. Explore uncharted places.
3. Unearth and preserve our collective history.
4. Expect the unexpected.
5. Never split the party.
6. Always check for traps.
7. Every problem has a solution.
8. Every dungeon has a secret door.
9. Cooler heads prevail.
10. Fortune favors the bold.
11. Always do what's right, even if other options are easier.

Locations

Dungeoneer Academy (p72)

Notable Members

- **Geddy Vel Munchowzen:** Headmaster of Dungeoneer Academy. (p72)
- **Coop Cooperson:** The only human student at Dungeoneer Academy. (p72)
- **Coach Cornelius Quag:** The gym teacher. (p73)
- **Shane Shandar:** The most famous dungeoneer in Eem is a graduate and professor at the academy. (See *Adventures in the Underlands* and *The Mucklands Sandbox.*)

Goals

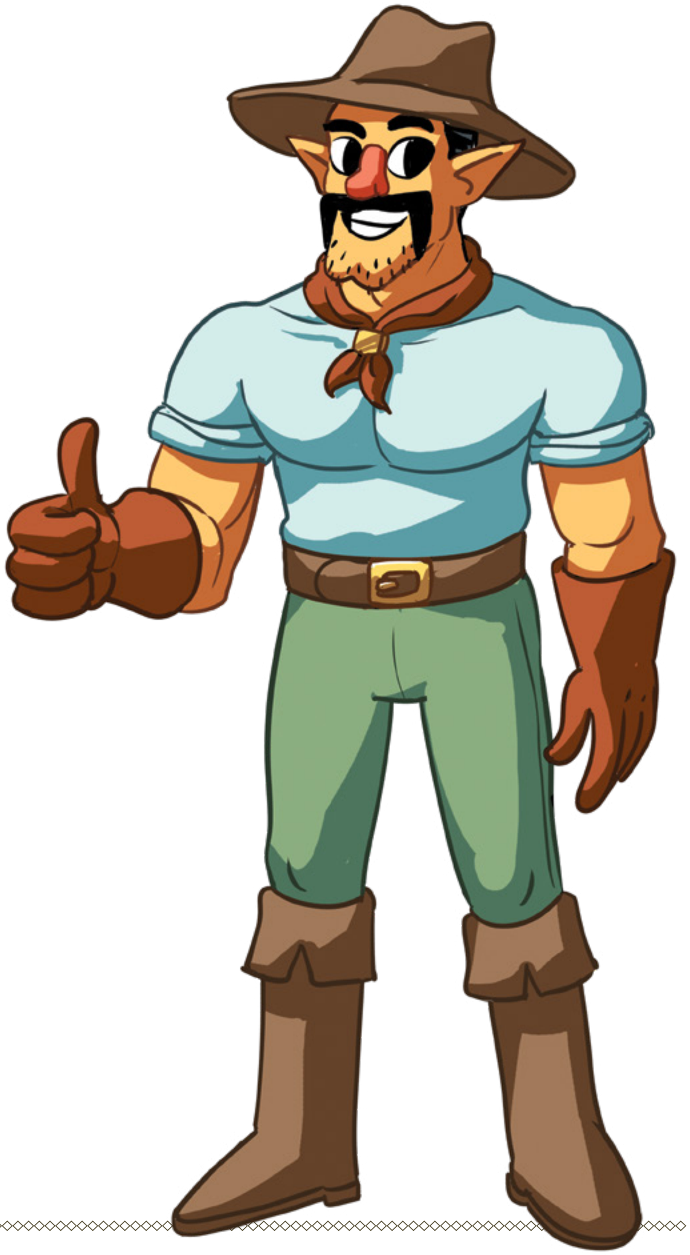
- Teach new generations of aspiring dungeoneers to practice exploration with honor and wisdom.
- Explore the Land of Eem, recover lost lore and knowledge, and share it to better the world.

Threats & Enemies

- **The Exiles:** Formerly a significant adversary to the Dungeoneer Academy, these days the Exiles are little more than a memory. They are worth mentioning, however, because there are still some agents of the organization that are unaccounted for (namely Dorian Ryder, p107).
- **The Sarpathi Cult of Ehk:** Unbeknownst to the faculty, the school is harboring a sarpathi prince of the Silver Coil whom members of the Cult of Ehk want eliminated.

Allies

- **The Free Delver's Union:** The official dungeoneering regulatory organization takes great effort to keep Dungeoneer Academy away from the politics of the Underlands. As such, the Free Delver's Union has historically held an advisory role and ideological partnership with Dungeoneer Academy.
- **The Royal Gargoons:** The royal family of the Gargoons is one of the largest benefactors of the prestigious school, often providing funding for new programming, coursework, or facilities.
- **The Big Three:** The Big Three often look to the premier dungeoneering school to recruit top performers to work as private explorers for their outfits. They also frequently donate to the academy to build or refurbish new training facilities.
- **The Mushrums of Mycelior:** After Dungeoneering Academy students made first contact with Mycelior and faced adversity together with them by defeating the dreaded zarakna'rawr, the two groups have shared an exchange of knowledge and friendship.



FELMOG OUTRIDERS

Also known as the Order of the Outriders, these storied questing knights are far less prevalent in the Underlands than they are in the Mucklands. But many lone Outriders scour the underground world for lost treasures of legend. The Felmog Outriders are famed for their prowess in battle, and most of them come from the three primary Felmog martial orders: the Black Candle, Cloven Tongue, and Iron Sun.

Locations

Having no base of operations in the Underlands, Felmog Outriders are scattered throughout the realm.

Notable members

- **Count Ferus Ferar:** Master of the Order of the Iron Sun, who has forsaken his duties to lift a terrible curse. (p159)
- **Marshal Morma Krull:** A well-respected knight whose son, Kleor, has turned into a werewolf. (p101)

Goals

- Explore the Underlands for riches, *Relics*, and objects of power.
- Thrive amid the struggles and challenges of adventure and make names for themselves.
- Reinforce relationships with their allies to complete the quests sanctioned by their masters in Felmog.

Threats & Enemies

- **No Stronghold:** The Outriders have no base of operations in the Underlands.
- **Deep Rivalries:** Though the Outriders temporarily forsake their heraldry to adventure in the south, the rivalries between Orders bubble up in private, personal ways.
- **Order of the Ember:** The Order of the Ember opposes any Felmog who are allied to the agents of the Gloom King.

Allies

- **Subterranean Pits and Lairs LLC:** It isn't public knowledge, but SPL has borrowed from the deep coffers of Felmog, specifically the Order of the Black Candle. In exchange, SPL is expanding their tunnel system all the way to the far north of Felmog.

FREE DELVER'S UNION

The Free Delver's Union is an independent, centuries-old guild for dungeoneers—the famed explorers and adventurers often employed by the various Mucklands and Underlands outfits to delve and discover wonders and treasures throughout the subterranean world. The Free Delver's Union is also one of the largest patrons of the famous Dungeoneer Academy, an adventuring school dedicated to the training and education of young, aspiring dungeoneers, eager to find adventure. The Free Delver's Union prides itself on being fiercely independent of other factions in Eem, but are also regarded (albeit quietly) as a self-interested group, obsessed with ensuring their various dungeoneer certifications and permits remain valid and that their investments in Dungeoneer Academy are taken seriously.

Locations

Free Delver's Union Headquarters (p36)

Notable members

- **Council Master Reegnus Prag II:** Prag has many responsibilities, but he primarily represents the governing body of the Dungeoneering profession. (p36)
- **Og'log:** A ten-foot tall mung from the depths of the Shimmering Shar, Og'log is the Free Delver Union's librarian and bookkeeper. (p37)

Goals

- Preserve the age-old dungeoneer traditions and uphold the sanctity of the dungeoneer certification program.
- Leverage those same age-old traditions in the Dungeon Era to make a healthy profit.

Threats & Enemies

- *Greedy Tycoons:* Dungeoneering is changing. The Big Three are pushing for an increasing number of qualified dungeoneer explorers in order to claim new treasure hordes and mineral mines.
- **Internal Corruption:** In the pursuit of funding, permit fees, and back office deals, the FDU is losing its reputation for being a guild for explorers.

Allies

- **The Big Three:** Attempting to increase their interest and bolster their holdings, the Big Three work tirelessly to appear as if they are following all FDU rules and regulations.
- **Dungeoneer Academy:** In the spirit of tradition and true exploration, the academy pursues official support from the Free Delver's Union.

THE GLOOM KING

For those who do not know the old tales, the Gloom King is little more than a villain from nursery rhymes used to frighten misbehaving children. His history is steeped in myth and legend, and few (if any) know the whole truth of it. Just that a great darkness crept over the land, the dead grew restless, and their sorcerous master inflicted his terrible wrath upon the ancient kingdoms. An even scanter few know that the Gloom King still lives and has returned to finish what he started.

Locations

Far away in lands untrodden by folk for a thousand years. His agents (often in secret) carry his malice across every realm in the Land of Eem.

Notable Members

- **The Gloom King:** The mysterious master of undeath and sorcery that holds all of Eem in contempt. Remnants of the Gloom King persist in the world, left dormant and brooding for ages (see **GLOOM** in Bestiary Vol. 1).
- **Margir the Shape Changer:** An enigmatic shapeshifting sorcerer who influences the sarpathi. (p107)
- **Hayn the Collector**: A human sorcerer, unnaturally long-lived, Hayn is exalted amongst his peers in the Broken Circle. (p240)

Goals

- Find *Relics* of the past and either destroy them or use them against his enemies.
- Snuff out the Order of the Ember.
- Pursue age-old hatreds and eradicate the remnants of great empires from the history of Eem, namely the ancient city of Epoli, the Empress of Epoli, and the Middle-Kingdoms.
- Blanket the world in **GLOOM**.

Threats & Enemies

- **Felmog Politics:** Foolish infighting, especially among those unaligned with the Order of the Black Candle, threatens to undermine the Gloom King's age-old plans.
- **Order of the Ember:** The gallant knights-errant ride across Eem in an attempt to warn the common folk of the Gloom King's secret rise and inspire them to take a stand.

Allies

- **The Broken Circle:** A mysterious order of sorcerers and cultists serves the Gloom King unquestioningly.
- **Felmog Outriders:** Many within the ranks of the outriders, especially the Black Candle Outriders, have allied with the Gloom King in exchange for riches and objects of power.
- **Cult of Ehk:** Unbeknownst to all but the most highly ranked hierophants, the Gloom King provides arcane knowledge to aid the sarpathi Cult of Ehk and their efforts to rebuild their ruined empire.

MUSHRUMS OF MYCELIOR

The cultivators of the great fungal city of Mycelior represent the largest population of mushrums in the Land of Eem. For centuries, these folk hid from the rest of the world within their magnificent city with the perilous protection of the Mushroom Maze. The mushrums of Mycelior are known to be cautious, considerate, and protective of both their traditions and their bastion.

Locations

Mycelior (p113)

Notable Members

- **Eldcap Oga'nuba'dak:** The eldest and wisest of the Eldcaps. (p134)
- **Eldcap Weeba'teema'hama'gad:** The keeper of the words. (p134)
- **Sentinel Yonny'powda'papa'wat:** Guardian and officer of the law. (p121)

Goals

- Ensure a prosperous and safe city, despite the dangers and sweeping changes taking place in the Fungal Jungle
- Preserve the long history of mushrum culture.
- Learn to integrate with the other cultures of the Underlands now that more folk are coming to the once under-populated Fungal Jungle.

Threats & Enemies

- **The Darkshroom Clan:** They are actively interfering with the city in an attempt to spread chaos and the physical corruption of the Darkshroom.
- **The Shadowcap Brigade:** Political agitators hypocritically opposed to both outsiders and some of the older traditions in Mycelior. Unbeknownst to them, they are working for the Darkshroom Clan.

Allies

- **Dungeoneer Academy:** They have strong ties to Mycelior after making contact and essentially opening up the city to outsiders. Guided by the legendary warrior Tymbo'gama'zowadax, a band of heroic students defeated one of the city's greatest threats, a dreaded zarak'narawr.
- M**oledwerp Traders:** Because of their kindly attitudes and practices, the Eldcap Council chose to establish strong business ties with moledwerp tycoons over goblins and boggarts.
- **The Under-Dweorgs:** Due to their friendly trading relations and similar cultural challenges, the two folk have historically had good relations.

THE NEVERWAS

The mysterious entity that calls itself **THE NEVERWAS** was born from the destruction of the Wishing Stone and all the unfulfilled wishes in the world that never came true. Together with an army of shadowy **NEVERWERE** minions, the Neverwas is bent on fulfilling wishes of power and ambition, of greed and revenge and destruction, to make up for lost desires and lost time. Already, the Neverwas has spread from the Abyss to the other regions of the Underlands, corrupting the secret wishes of countless individuals. The Neverwas can travel at will to wherever there are neverweres, making it extremely difficult to defeat.

Locations

Audrastica's Keep (p240), Duskybottom (p266), The Dwark (p303), The Lair of Shadows (p321), Mycelior (p120), New Delve City (p13).

Notable Members

- **The Neverwas:** The anthropomorphic shadow-being whose sole desire is to corrupt and twist the secret wishes of folk. (p396)
- **The Neverweres:** The minions of the Neverwas, who are an extension of their master's will. (p398)

Goals

- Fulfill wishes of power, ambition, greed, revenge, and destruction.

Threats & Enemies

- **Bim the Dwelf:** The ghost of the wizard Bim still persists in this world only because he must set things right by destroying the Neverwas.
- **Shane Shandar:** The famous dungeoneer has taken it upon himself to investigate the strange happenings surrounding the coming of the Neverwas.

Allies

- Anyone with secret wishes that can be corrupted and exploited to cause chaos and discord in the world.

OFFICE OF THE CITY GUARD (OCG)

Officially the first professional police force in both the Underlands and the Mucklands, the Office of the City Guard, or the OCG, is a storied law enforcement institution that has traditionally been responsible for the protection of New Delve City. Founded centuries ago, the OCG also gave birth to the Copperhats of Fleabag County in the Mucklands, a kind of sister organization that still wears the old traditional uniforms. The OCG operates the most secure location in New Delve City and works tirelessly to protect and serve its citizens.

Locations

City Guard Station (p25)

Notable Members

- **High Officer Kormac Lurenzo:** Leader of the OCG. (p25)
- Detective Leelock Studdleblarny: Seasoned OCG detective. (p26)
- **Captain Helsa Troodan:** Next in line to be High Officer, but she's secretly the Black Nail. (p26)

Goals

- Dismantle the Court Jesters and eliminate their threat to New Delve City.
- Root out the elusive poison that is the Black Nail Clan by arresting their leader.
- Keep social unrest to a minimum and perform well enough to avoid the notice of the Gargoons.

Threats & Enemies

- The Court Jesters: An active threat to New Delve City, their dangerous antics often target OCG officials.

The Black Nail Clan: Undermining the competence of the OCG, the professional criminal syndicate evades the authorities with almost miraculous ease.

Allies

- **The Royal Gargoons:** Relying on the efforts of the OCG to preserve the peace, the Gargoons have overseen the OCG for generations.
- **The Unificators:** The peace-loving group knows that there's always a need to keep the bad apples at bay or society may break down.
- **The Copperhats:** The sister law enforcement organization of Fleabag County in the Mucklands shares resources, tactics, and best practices with the OCG.

THE ROYAL GARGOONS

Descendants of the great and guileful King Graag Gargoon, founder of the Dungeon Era, the Gargoon family has held the goblin crown for countless generations. Over centuries of successful political alliances, strategic brilliance, and uncountable wealth generated by the activities of the tycoon boom, the Gargoons have navigated the pitfalls of history to maintain their power. However, it is not all about control for the family—the most recent rulers have been noble, dedicated leaders that take their responsibilities very seriously, aiding substantially in the growth and success of their citizens.

Locations

Castle Gargoon (p33)

Notable Members

- **King Graam Gargoon:** The elderly Goblin King and master of New Delve City. (p33)
- **Beatrix Gargoon:** The eldest daughter of Graam Gargoon. (p33)
- **Braag Gargoon:** The second in line to the throne of New Delve City. (p34)

Goals

- Continue the line of Gargoons on the throne of New Delve City and all of goblindom.
- Regain the public's admiration and respect despite the proliferating crime.

Threats & Enemies

- Draconic Decline: King Graam is losing his mental faculties and passing draconic laws, which has necessitated Beatrix assuming leadership duties while learning on the fly.
- Court Jesters: The clown gang is terrorizing the streets of New Delve City.
- The Big Three: Subterranean Pits and Lairs, Unassailable Co., and Krog & Sons, Inc. are pressuring the royal family and pushing their own agendas.
- Culture Clashes: Folk from across the Underlands are settling in New Delve City and coming into conflict with each other, eroding friendships and alliances.

Allies

- **The Big Three:** As much enemies as allies, the big dungeoneering outfits are out for their own interests, but have a long history of alliance with the Gargoon family.
- **The OCG:** While the OCG ultimately answers to the Gargoons, the royal family doesn't have the infrastructure to provide proper oversight.
- **The Unificators:** The Unificators fully support the Gargoons in upholding tradition and the status quo, and they always participate in the many royal ceremonies of the court.

SUBTERRANEAN PITS AND LAIRS LLC

One of the Big Three, SPL is the largest dungeoneering outfit in the Land of Eem. Founded by the legendary and mysterious Lord Orfong the Defiler, SPL came to prominence at the dawn of the Dungeon Era. It profits from a wide variety of activities including, but not limited to, dungeoneering, mining and tunneling, technological innovation, and producing cheap, low-quality consumer goods. SPL is extremely aggressive with respect to its competitors, especially Krog & Sons Inc. and Unassailable Co., its chief rivals. Adventurers know that SPL is always looking for new recruits and dungeoneering talent.

Locations

- **Point** Matrix (p77), SPL Tunnel Matrix (p102)

Notable Members

- **Overlord Rank Radley:** He runs the show at Point Matrix. (p77)
- **Mab Maldooberhaver Mooney:** The tunnel architect who has overseen most of SPL's recent expansion. (p77)

Goals

- Expand their enterprise to become the most powerful, influential, and ubiquitous corporation in the Land of Eem.
- Monetize the use of their vast tunnel networks for a growing Underlands populace.
- Destroy Krog & Sons Inc. and seize control of the treasures hidden by Unassailable Co.

Threats & Enemies

- **Financial Collapse:** Subterranean Pits and Lairs LLC has borrowed too much money, expanded too far, and pushed the limit on safe exploration practices so much that it could be their undoing.
- Krog & Sons Inc.: Constant sabotage has significantly affected SPL's efficiency numbers.
- **Unassailable Co.:** The two companies often clash and vie for the same resources.
- **Small Businesses:** Up and coming dungeoneering outfits like Hammer and Claw Company are popping up left and right, threatening to alter the current economic landscape.

Allies

- **Free Delver's Union:** Though there can be friction between them, SPL has an entire compliance department dedicated to filling out Free Delver's Union forms.
- **The Royal Gargoons:** They are easy to work with as long as they get a cut of the profits.
- **Felmog Outriders:** It isn't public knowledge, but SPL has borrowed from the deep coffers of Felmog, specifically the Order of the Black Candle. In exchange, SPL is expanding their tunnel system all the way to the far north of Felmog.

UNIFICATORS

A pious sect of boggarts and goblins who celebrate their shared kinship and history as a people once connected. Long after the cultures of the boggarts of the Bogswain and the goblins of the Underlands diverged, the Unificators were formed as a way to maintain relations and shared history between the two groups. Today this organization is held in high esteem and is known for its substantial library of records that have been inscribed and preserved for generations. The Unificators are peaceful, often spending their time providing services to common folk and reminding the folk of the Underlands of their ancient heritage.

Locations

- The Boggernackle (p28)

Notable Members

- **Abbot Kozintine Delo:** The venerable leader of the Boggernackle Unificators. (p28)
- **Prior Sharloon:** The right hand of Abbot Delo. (p28)
- **Sister Frondchessca:** The oldest member of the order. (p28)

Goals

- Archive and celebrate the shared heritage of goblins and boggarts, one day reuniting them as one.
- Grow their influence with the populace by leading pilgrimages, hosting festivals, and showcasing relics.

Threats & Enemies

- **Divergent Vision:** Internal disputes about the best way forward for the order have paralyzed the organization.
- **Bustling Lifestyles:** The fast-paced, overworked lifestyle of the Dungeon Era leaves common folk little time to sit and reflect on the past.
- **The Court Jesters:** The clown gang breeds terror, sowing chaos and distrust where the Unificators seek to build harmony.

Allies

- **The Royal Gargoons:** There are long standing ties between the royal family and the Boggernackle. Though they have had strained relationships on occasion, they are dedicated to working closely together to create stability in New Delve City and the Under Mucklands.

UNDER-DWEORGS

The ancient dweorgs of the Underlands, a proud and storied culture, were the original masters of the Shimmering Shar. Famed throughout the subterranean world for their great works, the dweorgs are responsible for the magnificent Crystal Kingdom in all of its splendor. But centuries now separate them from their ancestral homes, and, in that time, they have become a nomadic culture dedicated to the hunt for gems, crystals, and legendary beasts. They are a conservative, close-knit people who revel in the challenge of searching for elusive stones. To this day, many dweorgs still delve into the Crystal Kingdom in an effort to win it back from the various denizens of the deep who now reside there.

Locations

- Zrr'ghgrg (p68), Vraag Outpost (p204)

Notable Members

- **Eeshar Odryn:** The Krg and de facto leader of Zrr'gh'grg. (p68)
- **Krol, Prince of Gems:** The greatest gem tracker in the world. (p68)

Goals

- Amass enough wealth to reclaim their ancestral homes.
- Consolidate power and build a great trading network of interconnected outposts.

Threats & Enemies

- **The Chromadytes:** These crystalline creatures of the Underlands are often at odds with the dweorgs, who seek rare gems and crystals to prepare for their great return to prominence.
- **Children of Gootonia:** Some dweorgs fear that if this insurgent faction of gelatinous goos gain power, they will turn their attention to the Under-Dweorgs who recruit and capture goos for their profound gem-sniffing abilities.

Allies

- **The Mushrums of Mycelior:** Though the mushrums have succeeded in rebuilding their city, they understand the hardships faced in losing their ancestral stronghold. They share other commonalities with the Under-Dweorgs, as well—both cultures are remote, often overlooked by the other folk, and work hard to survive.
- **Moledwerp Traders:** Frequent trade partners with the Under-Dweorgs, moledwerps appreciate their consistent, fair dealings.

Minor Factions

THE BROKEN CIRCLE

A select order of sorcerers and cultists whose sole purpose is to further the far-reaching plans of the Gloom King. Because they are aligned with the Gloom King, and unquestioningly loyal, they are not considered their own major faction.

Locations

Castle Exile (p106), Audrastica's Keep (p240)

BLACK NAIL CLAN

This mysterious and highly professional criminal syndicate is taking the Underlands by storm. Many believe that the nearly mythical Black Nail Clan is nothing more than a story, but anyone who walks the mean streets of New Delve City knows that the Black Nails are real. Controlling and cunning, the leader of the clan, the Black Nail himself, is said to be hidden within the High Rock district of New Delve City.

Locations

High Rock (p25)

HAMMER AND CLAW COMPANY

This small, up-and-coming dungeoneering outfit is bold enough to be in open contest with the Big Three for the resources of Copperdust Mine. Though tiny in comparison to the mega corporations, Hammer and Claw is known to be plucky, stubborn, and curiously aggressive.

Locations

Copperdust Mines (p90)

LAGOONIE PORT AUTHORITY

Charged with monitoring the busy harbors and water traffic in Port Lagoonie, the Port Authority acts to both manage logistics and enforce the law, ensuring merchant trade and regulations are followed, all while keeping the harbor safe.

Locations

Port Lagoonie (p60)

SARPATHI CULT OF EHK

After returning to the surface world in a desperate search for the Eyes of Ehk—magical artifacts that resemble snake eyes—the sarpathi Cult of Ehk has largely relocated to the Mucklands realm. But they have made a long list of enemies in the Underlands, including defected sarpathi who oppose the cult's zealotry. Many ancient sarpathi strongholds remain in the Underlands as well. Most notably, a Cult of Ehk upstart, named Lord Zorath, has recently occupied Castle Exile.

Locations

Castle Exile (p106), Shadow Gap (p260)

SHADOWCAP BRIGADE

This group of rebellious mushrums has been stirring up trouble in Mycelior. Unbeknownst to them, their mysterious benefactor is actually a member of the Darkshroom Clan, the sinister group plotting to corrupt the city from within using their malevolent mycelium.

Locations

Mycelior (p120), The Broken Railway (p143),
Far Village (p114)

SILVER COIL

Not all sarpathi have fallen under the sway of the Cult of Ehk. The loyalists of the Silver Coil defy the cult, reviling its violence and zealotry while adhering to the imperial ways of old Sarpath and striving to protect the lives of its royal heirs. Their order is in turmoil, always evading or battling the Cult of Ehk which is dedicated to hunting down the Silver Coil and slaying the remaining members of the imperial royal family.

Locations

Fangrise Peaks (p92), Dungeoneer Academy (p72)

SLINK WORMS

Formally a semi-pro Muckball team, the street gang was promised a way to get back into the game by the Black Nail Clan. Now, they are the patsies of the notorious Black Nails who force them to harass travelers and rob merchants if they want to earn their way back to the field of play.

Locations:

Port Lagoonie (p64)

CHAPTER 8

UNDERLANDS TRAVEL

TRAVEL RULES IN THE UNDERLANDS

The underground landscape of the Underlands often requires climbing, crawling and following circuitous routes; it's not as wide open as the map makes it appear. Because of this, almost the entire realm is considered to be difficult terrain, and PCs can only travel 1 Hex per Travel Turn. Overland draft animals and vehicles are rarely useful in the Underlands. On the bright side (pun intended), PCs don't suffer Disadvantage when traveling at night because the Underlands is always dark anyway—meaning there is less of a penalty to keep pushing for 3 or 4 Travel Turns.

- Travel 1 Hex per Travel Turn.
- Traveling at night doesn't inflict Disadvantage.
- Overland draft animals and vehicles are generally useless.

FASTER TRAVEL

It's possible to travel faster than 1 Hex per Travel Turn using the sputter-tram and special tunnels like the SPL Tunnel Matrix and the Great Goblin Turnpike.

- Sputter-Tram:
    - Intercity Travel: Travel between Thurf Station, New Delve City, and Dungeoneer Academy takes 1 Travel Turn.
    - New Delve City: Travel between city districts takes a matter of minutes.
    - Travel using the sputter-tram doesn't require a Travel Check.
- Great Goblin Turnpike: Travel 1 additional Hex per day.
- SPL Tunnel Matrix: Travel 2 Hexes per Travel Turn.

TRAVELING BETWEEN THE MUCKLANDS AND THE UNDERLANDS

Using the Mucklands Sandbox in tandem with the Underlands is easy because they are so connected. Not only do the two realms share themes of corporate greed and expansion, but there are several known entry and exit points between them

- Beneath the city of Thurf in the Mucklands, a sputter-tram runs from Thurf Station (p79) in the Under Mucklands to both New Delve City and Dungeoneer Academy.
- The Drain in Thurf leads to the Under River (p104) in Hex 32.3 in the Under Mucklands.
- The Crack in the Mucklands leads directly to Lightbeam Shaft (p76) in the Under Mucklands.
- Hex 17.21 in the Mucklands, an offshoot of the Wildrun River, leads to the Breaching Cave (p104) in Hex 18.9 in the Under Mucklands. This is a cargo ship route between Port Lagoonie (p49) and Muckland Harbor in the Mucklands.
- A high security surface entrance and elevator in Hex 27.15 in the Mucklands leads to Dungeoneer Academy (p72) in the Under Mucklands.
- A secret dweorg passageway right near Yrr'ghgrg in the Mucklands leads to Hex 7.3 in the Under Mucklands.
- The Starfell Mine in the Mucklands leads to Hex 9.32 in the Abyss.

WEATHER

While there aren't seasons in the Underlands, each region has its own unique climate patterns. Roll random weather during travel to spice things up and aid narrative description.

UNDER MUCKLANDS

1. Humid and Sticky
2. Smoggy
3. Muggy
4. Warm and Pleasant
5. Warm and Pleasant
6. Nice and Cool
7. Nice and Cool
8. Breezy
9. Cold and Drafty
10. Brisk Wind
11. Moist and Muddy
12. Wet and Drippy

FUNGAL JUNGLE

1. Sweltering Heat
2. Muggy and Thick
3. Humid and Sticky
4. Warm Breeze
5. Warm and Pleasant
6. Warm and Drizzling
7. Misty
8. Billowing Fog
9. Cold and Drafty
10. Drizzling
11. Fat Raindrops
12. Muddy and Rainy

SHIMMERING SHAR

1. Scorcher
2. Thermal Winds
3. Hot and Ashy
4. Balmy and Breezy
5. Crisp and Cool
6. Gusty Winds
7. Frosty and Foggy
8. Freezing Cold
9. Frigid Winds
10. Drifting Snow
11. Snowstorm
12. Blizzard

THE ABYSS

1. Suffocating Heat
2. Blistering Heat
3. Hot and Ashy
4. Dusty and Dry
5. Muggy and Thick
6. Thermal Winds
7. Warm and Pleasant
8. Warm and Pleasant
9. Thermal Winds
10. Hot but Drafty
11. Noxious Gasses
12. Deathly Hot

Perilous Encounters

UNDER MUCKLANDS

1D12 PERILOUS ENCOUNTERS	
1	A traveler leaps off of a rocky crag above the PCs and falls, rolling in the dirt. “Run for yer lives!” they cry as a **TUNNEL CAT** appears on the rocks, bounding after them.
2	An overturned Krog & Sons wagon filled with demolition equipment suddenly shudders due to the horde of **WINKY SPOILERS** inside, munching on the merchandise.
3	A massive sinkhole opens beneath the PCs. Make a Nimbleness Check to avoid 1d10 Dread while sliding down a corkscrew of smooth rock that leads all the way to the Fungal Jungle or the Shimmering Shar (whichever makes most sense).
4	A dozen **SKELETONS** lurch out from a newly excavated tunnel. If the skeletons are delayed in any way, they immediately attack the PCs.
5	A rope bridge crosses a gorge. As the PCs cross, a **BANDIT** emerges and threatens to cut the rope if the PCs don’t pay Ancient 🪙. Below, **GOBBLESTONES** hungrily grunt and chatter their teeth.
6	Old **DWEORG** ruins are shrouded by the ghastly purple glow of mist. Within, a group of **WAILING WOES** haunts the toppled stones like wayward, angry ghosts.
7	A massive swarm of **KILORATS** clatters out of a chasm, screeching as they are chased by a monumental **KING DELVER**.
8	A pitch-black boneyard stretches for a hundred feet. Discarded skulls grin in the torchlight. Perception Check to notice that **CATACOBRAS** are hidden among the bones.
9	**TOCSIN BUGS** swarm over the long-dead remains of a **GARGANTUA** that must have gotten lost in the Under Mucklands. With nothing left to eat but bones, the bugs turn on the PCs.
10	Sir Koron, a **FELMOG KNIGHT**, wrestles with a **NETHER BHARG**. As it whips free of its chains and attempts to devour him, his sword clatters into a ravine.
11	Ancient and desolate ruins are carved into the rocks, and the clicking pincers of **DUNGEONOUS CRABS** echo all around.
12	The PCs find themselves in a narrow cavern with thousands of **BLINKING CAVE-INCHERS** on the ceiling as well as a ground covered in **FUNGHOULS**. Behind them, they hear the rumbling of a cave-in.

FUNGAL JUNGLE

1D12 PERILOUS ENCOUNTERS	
1	Descending from the cavern ceiling, the shadow of a dreaded **ZARAK’NARAWR** draws near.
2	Darkshroom Clan **MUSHRUMS** attempt to capture the PCs and take them to Darkshroom Tangle.
3	A dungeoneer is in dire need of medical help after being sprayed by **SPORE COBRAS**. The snakes are still nearby.
4	A **FEARBOLG** drags an unfortunate **DWEORG** traveler into a dark cave.
5	A **GARGANTUA** covered in fungi lumbers through the jungle, toppling toadstool trees without knowledge of or regard for the PCs below.
6	Rogue Krog & Sons, Inc. **RIVAL DUNGEONEERS** are illegally cutting down old-growth toadstool trees and don’t want any witnesses.
7	A mega-swarm of **GNASHFLIES**, having picked clean some giant beast's bones, descends on the PCs.
8	A roving band of **TARKIN** watch the smoldering remains of a mushrum village in satisfaction. They plan to take a foothold in the area.
9	Make a Nimbleness Check to avoid getting caught in a snare net trap. **ORCHES** are lying in wait, ready to leap out of the shrubbery and attack.
10	**DWEORG** poachers attack with firespits and nets, interested in capturing any pets or PCs that are an uncommon Folk.
11	The earth trembles and the ground bursts open as a confused **SHARWHALE** springs from the ground. Then the head of a **KING DELVER** pops out of the hole!
12	Strange voices keep plaguing the PCs within their heads as they walk through the darkened jungle. Just when they hit a dead end, a **FEARBOLG** emerges from the mushroom thicket and cackles with sadistic glee.

SHIMMERING SHAR

1D12	PERILOUS ENCOUNTERS
1	A group of **MORGLOGS** intends to capture the PCs and add their bones to their collection.
2	A **YETI** stomps down a mountain of shimmer-snow, warning the PCs to run for their lives as an avalanche plummets down towards them.
3	**GLOOM** rolls over the PCs from a newly excavated tunnel that contains dozens of shattered skeletons and a vicious **CACKLING SHADE**.
4	A **FEARBOLG** dwelling in a crystal cavern has picked up the PCs' scent and begins to stalk them.
5	The PCs discover a derelict mining camp with Unassailable Co. crates looks and are accosted by the **WAILING WOES** of the employees emerging from the mine.
6	A crystal wall blocks the path, but as the PCs look at their reflections, the hard surface liquifies into a Huge, hungry **MUNG.**
7	The bitter cold of a shimmer-snow blizzard rushes over the entire area, blinding the PCs and inflicting -3 on their next Travel Check.
8	A **SKASH** rummages through the backpack of a long-deceased **DWEORG** and accidentally ignites a stick of dynamite with their torch, not knowing what it is.
9	The PCs find themselves within a freshly dead **CAVEMAW**. Up ahead is a horde of **SKELETONS**, responsible for defeating the beast.
10	A distressed **SHARWHALE** flees from a group of pitiless sharwhaler **MERCENARIES** attempting to poach the beast for its crystal horns.
11	A ghostly **DWELF** with anger and sorrow in its heart shambles along a precarious path, having been summoned to by the undead wizard, Audrastica the Pitiless, to do her wicked bidding.
12	A **DWEORG** tends to their injured companion, an ancient **WITCH**. They warn that a horde of **BANDITS** in the area stole her Courage Potions. The next time the PCs camp, they are attacked by the same bandits with 3 Courage Potions.

THE ABYSS

1D12	PERILOUS ENCOUNTERS
1	A horde of **SKELETONS**, armed to the teeth, marches through a tunnel. They are led by a hovering, black-robed **SORCERER**.
2	The PCs find a beautiful tomb covered in gold art depicting griffons and knights, but the stone door is just rubble now. Inside is a group of **CATACOBRAS** that killed a **LORGAD** not long ago.
3	A volcanic geyser erupts, spewing lava into the air, and a group of **VOLCANOIDS** crawls out of the hole.
4	Several **SKASHIC TITANS** compete for dominance, ramming into each other and causing utter calamity.
5	**TARKIN** chase down a crowd of moledwerps who are running for their lives from their burning houses. Other moledwerps lie on the ground, unconscious and covered in tar.
6	Using **LEADRALPHERS** like an array of cannons, a **LORGAD** orders the beasts to fire upon the PCs from a nearby cliff.
7	A **CRAGNARK** leaps from a high cliff and slams its massive fists on the ground, causing a tremor that shatters rock. Then, it roars and stomps toward the PCs.
8	Screeching **NETHER BHARGS** swoop at the PCs, poised to rend them with their claws. The PCs have unwittingly wandered near their nest, where one of them has just laid eggs.
9	Great snoring rumbles come from the tunnel ahead, and wafts of warm, acrid air burn the PCs' nostrils. A restless **DRAGON** will soon awaken from a long nap, and there is no way forward but to move past the beast.
10	The ground shakes violently, and a chasm tears open beneath the PCs, revealing a bubbling river of magma. **MAGMAR** and **VOLCANOIDS** are in an all-out war!
11	A group of **NEVERWERES** prey on the PCs, taking the forms of Allies from their backstories.
12	The next time the party sleeps, **THE NEVERWAS** visits a PC in their dreams and promises to grant a wish.

Dangerous Encounters

UNDER MUCKLANDS

1D12	PERILOUS ENCOUNTERS
1	A runaway mine cart with a terrified miner whistles down a rickety rail. “Help!” they cry.
2	A **YETI** is partially frozen in a block of ice with a sign that says: New Delve City Delivery Co. The yeti pleads with the PCs to help it break free, complaining of how hungry they are.
3	Three menacing **TARKIN** rise from a sticky pool of bubbling tar.
4	The backs of **MERGA TOADS** rise out of a muddy pond. They languidly lap up larvae and other pale-carapaced insects drinking at the water’s edge.
5	An ornery **EYEBAT** attacks the PCs out of nowhere. Wilderness or Perception Check: something is in the creature’s eye: a gold nugget worth 1 pouch of Gold 🪙 that is driving the creature nuts!
6	**BANDITS** hold up a Krog & Sons, Inc. caravan hauling rubber Krog dolls by threatening them with a catapult.
7	A skeleton hangs in a gibbet. The sign around its neck reads, “Bandits Beware!” Soon, a posse of vigilante **GUARDS** mistakes the PCs for bandits.
8	A forest of **CAVE OYSTERS** blinks at the PCs hungrily. The smell is just awful.
9	Poachers capture a family of **MOPPET SPIDERS**, eager to steal their gossamer webs.
10	Shimmer-snow blows in from the Shimmering Shar, causing unseasonal cold in this part of the Underlands. Suffer -2 to Travel Checks for the next 2 days.
11	**PALE FOLK** throw dead rats at the PCs, mistaking them for another group of arrogant adventurers that stole from them some days ago.
12	The sound of what must be a chainsaw suddenly stops when a PC steps on a long, scaly tail. It belongs to a **DRAGON**, who is too lazy to really fight but angry enough at being woken up to blow fire.

FUNGAL JUNGLE

1D12	PERILOUS ENCOUNTERS
1	After a big boom, a herd of **CATTERWOMPUSES** stampedes through the jungle. A team of SPL miners is blowing things up willy-nilly, not far away.
2	The ground gives way beneath the PCs’ feet, and they find themselves in the maze-like warren of **REEGALDEEKS**—a random maze.
3	A rotten mass of fungal vegetation is so putrid and befouled by Darkshroom Clan mycelium that it weakens PCs who fail Vitality Checks.
4	A mushrum farmer is growing a **FUNGHOUL** field and plans to donate the crop to Mycelior to improve the city’s defenses. The only problem is that the mushrum can’t find a safe route out of their field.
5	A **DWEORG** playing Rascal Rummy with a pair of **MUSHRUMS**, who are actually the same person split in two, accuses them of cheating and starts a fight.
6	A so-called **SPORE COBRA** tamer has been bitten while trying to entertain a group of traveling **GANGSTERS** and needs an antidote.
7	A trail of coins leads to a panting flitterfolk who has just realized there’s a hole in her sack. That means she’s left an obvious trail for the **MORGLOGS** to follow and find her.
8	A mushrum **WITCH** follows the PCs and approaches them when they camp, offering to read their fortunes. Anyone who fails a Mettle Check when their fortune is read is cursed with Bad Luck.
9	Hostile, carnivorous **MUSHRUMS** peek from the bushes, watching the PCs’ every move. They attack when the PCs are indisposed.
10	**FUNGEESE** leap and flutter at the PCs and rummage through their packs for food.
11	A group of **NETHER BHARGS** flies overhead, scanning the ground for prey.
12	A **GARGANTUA** complains of a sore throat and wants someone to investigate. A patch of spiked mushrooms needs to be cleared from inside the creature’s gullet.

SHIMMERING SHAR

1D12	PERILOUS ENCOUNTERS
1	Rough and rowdy **LORGADS** challenge the PCs to tests of skill and strength: boulder lifting, axe throwing, and climbing.
2	The ground beneath the PCs' feet grumbles and bellows, and they quickly realize they're walking over a big **GOBBLETONE** with an infected tooth.
3	Broken weapons, divots in the ground, and splattered blood indicate there was a recent battle here. The only survivors are a pair of hiding, wounded **DWEORGS** who were attacked by **BANDITS** that are still within the same Hex.
4	A sign pointing to a chasm reads, "Go ahead and jump. Let the wind carry you!" And there's a little cartoon of a guy flying in the wind. Athletics Check: The wind will propel anyone across the chasm who jumps unless they roll a 2-.
5	A narrow, crystalline bridge is the only way across a deep ravine, and strong, cold winds threaten to knock anyone off.
6	A nest of **EYEBATS** pulses with activity on the cavern ceiling. There are bones strewn around on the ground, many of which wear the uniforms of Subterranean Pits and Lairs, LLC and Krog & Sons, Inc.
7	Weeth, a **FLINDERKIN** on a harrowing quest to find the lost seeds of mighty wurlwood trees, has been taken captive by **TARKIN** trying to extract the dust from Weeth's wings.
8	A **SKASH** exploring a collapsed crystal column spots the PCs and accuses them of being in the pocket of corporate miners destroying the Shimmering Shar. If the PCs don't de-escalate the situation effectively, the skash tags them with a magical lure that summons a **SKASHIC TITAN** in five days.
9	A group of **SKELETONS** carries a palanquin that seats a **FELMOG KNIGHT**. Luckily, none of them are currently paying attention to the PCs.
10	A gelatinous goo chain gang shuffles along a shallow quarry, rooting out ore veins and gems, as their **DWEORG** taskmasters bark orders to them from the lip of the ditch.
11	**PALE FOLK** cackle and spit at the PCs, accusing them of wandering where they don't belong.
12	A dweorg calls for help from the bottom of a quarry filled with abandoned mining gear. It's actually a **PITWHISTLER**!

THE ABYSS

1D12	PERILOUS ENCOUNTERS
1	Ominous **LIVING LANTERNS** swarm and disorient the PCs, leading them toward the hidden hovel of a **WITCH**.
2	A sad, frustrated **MORGLOG** throws big rocks at a wall and curses their rival's name for making them look like a fool.
3	A Shrym cave-eater has tumbled through the ceiling. A trail leads from the wreck into a cave where the driver is badly injured and surrounded by **LAVAGOGS**.
4	Thousands of **TOCSIN BUGS** skitter past the PCs, running away from the rumbling footsteps of a **GARGANTUA**. The queen tocsin bug emerges from a cave and charges the PCs.
5	Thousands of **GNASHFLIES** blanket the landscape, creating an awful, buzzing din.
6	A **LORGAD** nods at the PCs as they pass, unaware that she is being stalked by a **TUNNEL CAT**.
7	The ground and walls are covered in **FUNGHOULS** that are larger than usual, about the size of tree stumps. They speak in unison, warning the PCs to turn back. "The Witch of Skash rules these lands..."
8	A **TROLL** Dungeoneer Academy graduate called Warney is in a tight spot. A swarm of **EYEBATS** have chased him to a ledge overlooking a bottomless pit.
9	A lost **DWEORG** miner pleads to join the party, afraid of being hunted by a **FEARBOLG** rumored to be stalking the area.
10	Several armed bear traps lead to a moledwerp hunter who warns the PCs to be quiet! There's a **WINKY SPOILER** infestation nearby.
11	Hungry **MOPPET SPIDERS** stalk the PCs, hoping for scraps. If an opportunity arises, they go after a Small PC.
12	PCs see one of their Rivals as a shadow on a wall. Pursuing them reveals a malevolent **NEVERWERE** feeding off the PCs' desire to face their Rival.

Discoveries

UNDER MUCKLANDS

1D12	PERILOUS ENCOUNTERS
1	A runaway **GURBLEPIG** is strapped with saddlebags packed with 3d4 Herb Components. Finders keepers if anyone can catch it!
2	A group of gelatinous goos stand at attention as a larger goo inspects them. Each is wearing a gem-sniffing medal. The goos are in an Unassailable Co. training program to find precious stones.
3	A relaxing freshwater spring babbles as a goblin explorer named Rugs refills their canteen. Fish leap from the water periodically. PCs may make a +1 Fishing Check.
4	A trade caravan rumbles by on the road when a scrappy peasant girl leaps off the back of a wagon and offers to trade a random Rumor with the PCs for a bite to eat.
5	A shaft of light illuminates a pond where the debris of a wagon bobs on the water. It must have fallen through the crack in the cavern ceiling above. A crate of 4 Dunny Teeg's Canned Nackadinky Wieners (Gourmet Rations) floats among the wooden splinters.
6	A goblin haberdasher in a fine suit and shiny shoes spots the PCs and demands to be escorted to safety in exchange for tailoring services that will provide any article of clothing with a random Magnificent trait.
7	A traveling **DWEORG** ooze trainer offers a free pamphlet called Linguistic Basics and Sticky Tips for Speaking Mung. PCs gain Proficiency in Mung Language.
8	A wug miner bombastically celebrates their claim on a garganite lode! They toss all the PCs garganite chips out of sheer joy.
9	A goblin family is going to New Delve City to visit relatives. They offer the PCs a place in their camp and a hot meal.
10	Two **KOBOLDS**, a **DWEORG**, and a goblin are thumbing through Huzzah cards and looking for a fifth player. There's a Silver 🪙 buy-in, but the winner could earn up to four pouches of Silver 🪙.
11	A snake-headed totem with gleaming crystal eyes rises from the rocks, covered with runes that pulse with power. Lore Check: Activate the Sarpathi Seeing Stone, allowing the user to visualize in real-time any location that they have previously been to.
12	A roaring campfire has a huge, juicy **NUBLIN** roasting above it. A goblin knight-errant and their loyal **MOPPET SPIDER** invite the PCs to rest for the night safely.

FUNGAL JUNGLE

1D12	PERILOUS ENCOUNTERS
1	A bogril junkmonger peddles his wares, standing atop a toadstool the size of a barn. The junkmonger bellows, "Here ye! Here ye! Creative trades welcome, fer Courage Potions brewed to perfection!"
2	A moledwerp courier has been looking for the PCs for days. He has a care package for the party containing a Loot Pile, courtesy of an Ally.
3	A cave lined with crystals leads to a **RANDOM DUNGEON**.
4	A trickling spring is full of sarcastic, talking fish that know all the local rumors.
5	A fungal stalk spirals up to the high cavern ceiling to a bright beam of light. It takes a Travel Turn to climb and leads to the surface of the Mucklands.
6	A traveling fungusmonger is having a sale on their unique concoction: the Toxin Turner, a home-brewed tonic that instantly neutralizes poison of any kind. "A miracle of mushrum alchemy!"
7	A small mushrum farmstead, growing blue corkscrew root tubers, welcomes the party to their patch of earth and offers food and safe shelter in return for a good yarn.
8	Fungal steps wrap around the entire stem of a tall toadstool tree, leading up to the top. The view from the top offers the lay of the land, granting Advantage to Travel Checks for the next 2 days.
9	A friendly **FUNGOOSE** follows a PC, waiting for scraps of food expectantly. If treated well, the critter will stick around.
10	A party of **ORCHES** from the Mucklands plants a green flag into a patch of land and claims it, declaring, "We grab this rock for Big Orch. Cause'n they likes rocks that's from far away and stuff!"
11	Growing from the ground is what looks like a molten mushroom. It's difficult to harvest and inflicts 1d12 Dread if touched directly, but it is so rare that it can be sold for Ancient 🪙 to the right buyer.
12	An Ember Knight named Edris is traveling to the Shimmering Shar in search of a place called Audrastica's Keep.

SHIMMERING SHAR

1D12	PERILOUS ENCOUNTERS
1	A middle-aged shrym in flippers trudges along, dragging a net full of gear, including a deep-sea diving suit. They are headed to Goraxia to explore.
2	A hidden sign written in code reveals the location of a place called Jellyhaven that welcomes any and all outsiders and refugees.
3	A traveling **DWEORG** fortune teller offers to read the PCs' fortunes for the price of Silver ⛁ each.
4	An abandoned sputter-spider is missing a couple of legs but is otherwise in good shape.
5	The PCs encounter a party of adventurers that look almost exactly like themselves (down to the same Folk and Class combinations). The awkward tension is palpable.
6	Thousands of lights glitter in the high cavern ceiling. At first, it just appears to be twinkling gems, but it's actually a **LIVING LANTERN** courtship ritual.
7	The PCs meet a traveling dweorg merchant whose **CATTERWOMPUS** is loaded with gear. This frontier shop has 3 random Magic items for sale, for Ancient ⛁ each.
8	A gnome named B. Oatis Whittle offers the PCs a canister of boffleberry tea and a pack of crumpets (Gourmet Rations). He's on a sightseeing expedition to the Old Dwarf Road.
9	A quortle artist named Anwin Weeway is painting a beautiful crystal vista. Eeshar Odryn, in Zrr'ghgrg, has commissioned them to illustrate a dweorg history book.
10	Friendly **GHOSTS** point the PCs in the right direction to avoid a haunted **LORGAD** graveyard.
11	A tiny **CAVE OYSTER** hitches a ride on one of the PC's feet.
12	**DRATCH** hunters drag the skull of a dragon. They were hired to bring it back from the Abyss to Port Lagoonie. Apparently, some river baron wants it in their collection. If you help them, they'll pay 2 pouches of Gold ⛁.

THE ABYSS

1D12	PERILOUS ENCOUNTERS
1	A caravan of goblin and boggart builders slowly plods along. They are on their way to build a new facility for a top-secret client.
2	**SKASH** sailors, aboard a strange vessel made of stone, lurches through a river of lava, catching and hoisting **LAVAGOGS** in fireproof nets.
3	A group of drunken flitterfolk revelers calls the PCs over. One of them has just become a father!
4	An old **LORGAD** dressed in patchwork robes asks the PCs about life in the Overlands. They have heard that the sun is so bright that it illuminates the landscape for miles.
5	The skeleton of a long-dead **LORGAD** is lying against a rock, wearing Magnificent armor and holding a Magnificent polearm.
6	A malfunctioning, armless sputter-person with a missing eye approaches the PCs enthusiastically. They are on a mission to speak with a **DWELF** called Bim, but they forget why.
7	A ten-foot-tall, blue crystal pulses with hot light. If touched, it actually feels cool and heals 1d8 Courage.
8	The PCs come across a small moledwerp frontier shop called Hardy Arty's. For Silver ⛁, Arty sells a Gourmet Ration called Hearty Arty Stew with dusknuggets, cave carrots, and a thick, reegaldeek broth.
9	Rain patters against the ashy, volcanic landscape. Actually, it's Underdeep sea water dripping from cracks in the vast and seemingly infinite ceiling above. **PALE FOLK** reveal themselves and start dancing in the rain.
10	A spiral staircase leads down into the remote home of a **SKASH** oracle who will trade boons for secrets.
11	A dusty, dreary path leads to a dead end, but an Old Hoard is half-buried in the dark, abyssal sand. Judging by the 3 random spell scrolls also inside, it must be from the War of the Wizards era.
12	An earthquake causes a rockslide ahead, revealing a hidden door to a reliquary. Inside is an Ancient Hoard.

CHAPTER 7

CRAFTING

Component Locations

Under Mucklands: **Beast**

1. Bandy Clam Pearl
2. Blinking Cave-Incher Ichor
3. Cave Carrot
4. Eyebat Guano
5. Guttersnail Goop
6. Kilorat Tail
7. Moppet Spider Eye
8. Muckland Bat Wing
9. Inkpot Spiderweb
10. Sinkworm Tallow
11. Slurpworm Teeth
12. Used T'Be Tiger Bones

Under Mucklands: **Elemental**

1. Bloodpebble
2. Coal
3. Garganite Chip
4. Goblin Alloy
5. Gold Ore
6. Greyglitter Ore
7. Iron Ore
8. Juggernite Chip
9. Mountain Tooth
10. Silver Ore
11. Starfell Shard
12. Sunderslab Fragment

Under Mucklands: **Fish**

1. Blackrill Blobfish
2. Bog Squid
3. Bogswilling Piker
4. Bubble Carp
5. Freshwater Fireback
6. Gigagator Gar
7. Gilded Princess
8. Golden Oldie
9. Narrow Slimer
10. Snapping Blinker
11. Spotted Lilyfish
12. Trumpet Fish

Under Mucklands: Herb

1. Airbell
2. Dweorgbane
3. Elder Root
4. Melding Root
5. Orchsnout
6. Rot Vine
7. Stalagmoss
8. Tombholly
9. Troll Bark
10. Underblossom
11. Weeping Ichor
12. Witchweed

Fungal Jungle: **Beast**

1. Cave Carrot
2. Chromadyte Shard
3. Eyebat Guano
4. Funghoul Spores
5. Gurblepig Snout
6. Kaleidoscorpion Tail
7. Living Lantern Heart
8. Merga Toad Slime
9. Pindersnap Twinkle
10. Reegaldeek Leather
11. Slurpworm Teeth
12. Spore Cobra Spores

Fungal Jungle: **Elemental**

1. Bloodpebble
2. Cumberstone
3. Dunhamite Chip
4. Fungite
5. Greyglitter Ore
6. Juggernite Chip
7. Mountain Tooth
8. Mushroot
9. Petrified Toadstool
10. Roggle Rock
11. Shar Crystal
12. Weirding Gem

Fungal Jungle: **Fish**

1. Bubble Carp
2. Deep Quag Devil
3. Dwimmerscale Shad
4. Emerald Sharpfin
5. Flying Deathray
6. Golden Oldie
7. Hand Biter
8. Mushrumper
9. Nackdonkee Reaver
10. Sour Keisterclam
11. Trumpet Fish
12. Zipping Cadfin

Fungal Jungle: **Herb**

1. Argent Tendrila
2. Bogsnap Ichor
3. Darkshroom
4. Dreamwake
5. Dryad's Beard
6. Dweorgbane
7. Faeriestool
8. Glowing Pufflechuff
9. Gnome Cap
10. Orchsnout
11. Stinkplume
12. Underblossom

Shimmering Shar: **Beast**

1. Blinking Cave-Incher Ichor
2. Chromadyte Shard
3. Dungeonous Crab Shell
4. Gobblestone Rocks
5. Gurblepig Snout
6. Inkpot Spiderweb
7. Kilorat Tail
8. Leadralpher Pellets
9. Moppet Spider Eye
10. Nether Bharg Hide
11. Reegaldeek Leather
12. Spore Cobra Spores

Shimmering Shar: **Elemental**

1. Adamant
2. Cumberstone
3. Dunhamite Chip
4. Fire Diamond
5. Fungite
6. Garganite Chip
7. Shadow Gem
8. Shar Crystal
9. Shimmer Granite
10. Sunderslab Fragment
11. Volcanite
12. Weirding Gem

Shimmering Shar: **Fish**

1. Barbeled Dragonfish
2. Coldwater Cobblefish
3. Ghostjaw Creeper
4. Goraxian Noodler
5. Luminous Mungfish
6. Magma Drinker
7. Mushrumper
8. Narsquall
9. Slipperbeak
10. Snapping Blinker
11. Wingless Stygobiter
12. Zipping Cadfin

Shimmering Shar: **Herb**

1. Airbell
2. Ashblossom
3. Blackscar
4. Dusknugget
5. Dweorgbane
6. Frostfoil
7. Glowing Pufflechuff
8. Lattice Flower
9. Lavabloom
10. Luminesse
11. Stalagmoss
12. Stinkplume

Abyss: **Beast**

1. Blinking Cave-Incher Ichor
2. Chromadyte Shard
3. Dungeonous Crab Shell
4. Eyebat Guano
5. Gobblestone Rocks
6. Inkpot Spiderweb
7. Leadralpher Pellets
8. Living Lantern Heart
9. Moppet Spider Eye
10. Nether Bharg Hide
11. Reegaldeek Leather
12. Stygobiter Teeth

Abyss: **Elemental**

1. Abyssium
2. Adamant
3. Deep Chasm Gem
4. Demon Tooth
5. Fire Diamond
6. Garganite Chip
7. Iron Ore
8. Mantle Rock
9. Shadow Gem
10. Starfell Shard
11. Ur Steel
12. Volcanite

Abyss (Underdeep): **Fish**

1. Abyssal Rocklord
2. Barbeled Dragonfish
3. Black Shrieker
4. Coldwater Cobblefish
5. Ghostjaw Creeper
6. Goraxian Noodler
7. Luminous Mungfish
8. Magma Drinker
9. Narsquall
10. Scumeater
11. Slipperbeak
12. Wingless Stygobiter

Abyss: **Herb**

1. Ashblossom
2. Blackburr
3. Blackscar
4. Darkshroom
5. Dusknugget
6. Lattice Flower
7. Lavabloom
8. Luminesse
9. Nether Nettle
10. Stalagmoss
11. Tombholly
12. Wyrmtail Vine

Beast Components

1D20	NAME	DESCRIPTION	RECIPES	FOUND IN
1–2	**Cave Carrot**	Orange worm that sticks its head out of the ground.	Cooking: Cave Carrot Juice, Moledwerp Medley	Fungal Jungle, Under Mucklands
3–4	**Chromadyte Shard**	Sparkling, durable crystal of any color.	Crafting: Abyssal Blade, Prismatic Sword, Shar Armor	Abyss, Fungal Jungle, Shimmering Shar
5	**Dungeonous Crab Shell**	A piece of rock hard, spiky, blue shell.	Cooking: Dungeonous Crab Bisque Crafting: Dungeoneer'sVest	Abyss, Shimmering Shar
6–7	**Eyebat Guano**	Purple droppings that smell like mildew.	Alchemy: Scent Be Gone, Super Absorbing Agent Crafting: Smoke Bomb	Abyss, Fungal Jungle, Under Mucklands
8	**Gobblestone Rocks**	Chunky, grey shale covered in clear slime.	Cooking: Rock Salad	Abyss, Shimmering Shar
9–10	**Gurblepig Snout**	Mushroom-shaped snout.	Cooking: Gurble Snout Sandwich	Fungal Jungle, Shimmering Shar
11–12	**Inkpot Spiderweb**	Ropes of very sticky, black webbing.	Alchemy: Spider Stickum Crafting: Snap Trap	Abyss, Shimmering Shar, Under Mucklands
13	**Leadralpher Pellets**	Ball of compressed rock.	Crafting: Black Powder, Silver Bullets	Abyss, Shimmering Shar
14	**Living Lantern Heart**	Small gem-like orb that dimly pulses with light.	Alchemy: Liquid Light Crafting: Sparkle Grenade	Abyss, Fungal Jungle
15	**Nether Bharg Hide**	Sturdy, green, scaly hide covered in brown fur.	Crafting: Cloak of the Shar, Hazmat Suit, Dungeoneer's Vest	Abyss, Shimmering Shar
16–17	**Reegaldeek Leather**	Supple pinkish-tan leather.	Crafting: Cloak of the Shar, Goblin Armor, Sputter-Grapple Gun	Abyss, Fungal Jungle, Shimmering Shar
18-19	**Spore Cobra Spores**	Green, acrid powder.	Cooking: Three Spore Soup Alchemy: Fright Powder	Fungal Jungle, Shimmering Shar
20	**Stygobiter Teeth**	Needle-sharp, yellow teeth.	Crafting: Snap Trap	Abyss

Elemental Components

1D12	NAME	DESCRIPTION	RECIPES	FOUND IN
1	**Abyssium**	Durable, shiny, black stone similar to obsidian but far denser.	Alchemy: Shadow Potion Crafting: Abyssal Blade *Magnificent* Trait: [tempered]	Abyss
2	**Coal**	A familiar black, ashy lump.	Crafting: Black Powder, Smoke Bomb	Under Mucklands
3	**Demon Tooth**	Opaque red crystal with an eerie inner glow.	Crafting: Hazmat Suit *Magnificent* Trait: [pierce]	Abyss
4	**Fire Diamond**	Red and orange flecked gems that twinkle like firelight.	Alchemy: Inner Fire Drop Crafting: Diamond Shield *Magnificent* Trait: [resistant]	Abyss, Shimmering Shar
5	**Fungite**	Porous, soft red stone speckled with white dots.	Alchemy: Super Absorbing Agent Crafting: Fungal Armor	Fungal Jungle, Shimmering Shar
6	**Iron Ore**	Lump of brown-black ore with rusty oxidization.	Crafting: Dragon Muzzle Blunderbuss, Sputter-Grapple Gun	Abyss, Under Mucklands
7	**Mantle Rock**	Holey, grey volcanic shard.	Alchemy: Rock Melte Crafting: Lava Suitr *Magnificent* Trait: [sear]	Abyss
8	**Mushroot**	Stringy, fungal corkscrew with a blue hue.	Cooking: Mushrumper and Chips Crafting: Myco-Rope	Fungal Jungle
9	**Petrified Toadstool**	Ancient core fragment from the trunk of a toadstool tree.	Cooking: Powdered Toadstool Crafting: Mushrum Polearm	Fungal Jungle
10	**Shar Crystal**	Beautiful, prismatic crystal that changes color in the light.	Crafting: Crystal Necklace, Mushrum Polearm *Magnificent* Trait: [finesse]	Fungal Jungle, Shimmering Shar
11	**Shimmer Granite**	Sparkling, smooth, blood red stone.	Alchemy: Rock Skin Tincture Crafting: Shar Armor *Magnificent* Trait: [wreck]	Shimmering Shar
12	**Silver Ore**	Glittering silver rock.	Crafting: Crystal Necklace, Silver Bullets	Under Mucklands

Fish Components

1D12	NAME	DESCRIPTION	RECIPES	FOUND IN
1	**Abyssal Rocklord**	Ash colored fish with scales like sandpaper.	Cooking: Rock Salad	Abyss (Underdeep)
2	**Barbeled Dragonfish**	Spongy white fish covered in quill-like barbs.	Cooking: Barbeled Rye Bread	Shimmering Shar, Abyss (Underdeep)
3	**Coldwater Cobblefish**	Deep blue eel with glowing sapphire eyes.	Cooking: Coldwater Cobbler, Magma Cooler	Shimmering Shar, Abyss (Underdeep)
4	**Gigagator Gar**	Huge, gator-nosed fish with rows of rounded teeth.	Cooking: Gigagator Gargle	Under Mucklands
5	**Gilded Princess**	Shimmering gold fish with flowing pink fins.	Alchemy: Glitter Dust	Under Mucklands
6	**Goraxian Noodler**	Slender red eel with a large tail for speed.	Cooking: Stir Fried Noodlers	Shimmering Shar, Abyss (Underdeep)
7	**Magma Drinker**	Rotund red fish that swims in hot water and lava.	Cooking: Spicy Magma Sauce, Magma Cooler Crafting: Lava Boots	Shimmering Shar, Abyss (Underdeep)
8	**Mushrumper**	Peculiar silver fish covered in symbiotic fungal growths.	Cooking: Mushrumper and Chips	Fungal Jungle, Shimmering Shar
9	**Snapping Blinker**	Large mouth on a short body and a blinking bioluminescent nose.	Cooking: Barbecued Blinker	Shimmering Shar, Under Mucklands
10	**Trumpet Fish**	Long snouted fish whose flaring lips look like a tiny horn when agitated.	Cooking: Trumpet Crumpet	Fungal Jungle, Under Mucklands
11	**Wingless Stygobiter**	Amphibious ambusher with long needle teeth and a bioluminescent dorsal fin.	Cooking: Stygo Bitesize Wings	Abyss, Shimmering Shar
12	**Zipping Cadfin**	Skittish yellow fish with long claws on its pectoral fins.	Cooking: Cadfin Casserole	Fungal Jungle, Shimmering Shar

Herb Components

1D20	NAME	DESCRIPTION	RECIPES	FOUND IN
1–2	**Airbell**	Light, air-filled mushroom that resembles a balloon.	Alchemy: Bottled Bullhorn	Shimmering Shar, Under Mucklands
3	**Argent Tendrila**	Brilliant silver tuft of spindly fungus.	Alchemy: Inner Fire Drop Crafting: Myco-Rope	Fungal Jungle
4–5	**Dusknugget**	Knobby oval fungus that smells faintly of cheese.	Cooking: Fried Dusknuggets, Moledwerp Medley	Abyss, Shimmering Shar
6	**Faeriestool**	Tiny, glittering, pink mushroom.	Alchemy: Glitter Dust	Fungal Jungle
7	**Frostfoil**	White corkscrew leaf	Alchemy: Campfire Potion, Frost Breath Potion	Shimmering Shar
8–9	**Glowing Pufflechuff**	Glowing pink bulbs covered in fluffy spores.	Alchemy: Wild Mushroom Cola	Fungal Jungle, Shimmering Shar
10–11	**Lattice Flower**	Sky blue flower whose petals grow in a lattice pattern.	Crafting: Sparkle Grenade	Abyss, Shimmering Shar
12–13	**Lavabloom**	Black flower that blooms red in extreme temperatures.	Alchemy: Dweorg Smelling Salt	Abyss, Shimmering Shar
14	**Luminesse**	Lichen that captures and stores light like a sponge.	Alchemy: Volcano Potion	Abyss, Shimmering Shar
15	**Nether Nettle**	Black-brown thorns that spring from between volcanic rocks.	Alchemy: Liquid Light Alchemy: Fright Powder, Shadow Potion	Abyss
16–17	**Stalagmoss**	A purple moss that grows on stalagmites.	Alchemy: All-Seeing Potion Cooking: Goblin Water	Abyss, Shimmering Shar, Under Mucklands
18-19	**Stinkplume**	Orange fungus that slowly emits clouds of foul-smelling spores.	Alchemy: Stink Bomb	Fungal Jungle, Shimmering Shar
20	**Tombholly**	A bone-colored bulb with black pollen.	Alchemy: Double Courage Potion	Abyss, Under Mucklands

Alchemy Recipes

1D20	ITEM	RARITY	EFFECT	COMPONENTS
1	**Bottled Bullhorn**	Rare	The drinker can amplify their voice much louder and farther for 1 hour. Gain Advantage on an Inspire or Intimidate Check when addressing a crowd.	🌿 Airbell
2	**Campfire Potion**	Common	Heal 1d6 Courage. For 1 day, the drinker doesn't need to eat or sleep, and they stay warm in cold conditions.	🌿 Frostfoil 🌿 Melding Root
3	**Double Courage Potion**	Common	Heal 1d12 + Level Courage, with Advantage.	🌿 Doohagenberry 🌿 Underblossom 🌿 Tombholly
4	**Dweorg Smelling Salt**	Common	Cure **STUNNED**, or wake up an **UNCONSCIOUS** character granting +3 to their healing roll.	🌿 Lattice Flower
5	**Feeble Foe**	Witchcraft	Sprinkle to make a Goon or Bruiser **WEAKENED** and unable to carry any items.	🌿 Nether Nettle 🐾 Spore Cobra Spores
6	**Frost Breath Potion**	Rare	The drinker can blow a blast of freezing cold breath at a Close or Nearby target, Paralyzing and Entangling them.	🌿 Frostfoil
7	**Glitter Dust**	Common	Sprinkle to reveal secret doors or invisible targets within Nearby range.	🌿 Faeriestool 🐟 Gilded Princess
8	**Inner Fire Drop**	Rare	The drinker can reroll a future Check.	🌿 Argent Tendrila 🌿 Fire Diamond
9	**Liquid Light**	Common	Shake to create a light source that lasts for an hour.	🌿 Luminesse 🐾 Living Lantern Heart
10	**Mushrum Powder**	Common	For mushrum folk only. Heal 2d4 Courage or eat like a Normal Ration.	🌿 Mushroot
11	**Potion of All-Seeing**	Witchcraft	See through lies, disguises, illusions, and walls for Level x 10 minutes.	🐾 Moppet Spider Eye 🌿 Stalagmoss
12	**Rock Melter**	Rare	A hot substance that literally melts through rock, able to create a tunnel large enough to crawl through, up to 10 feet deep.	⛰ Mantle Rock 🌿 Rot Vine
13	**Rock Skin Tincture**	Rare	Skin turns hard like rock. Gain +1 Block for the session.	⛰ Shimmer Granite
14	**Scent Be Gone**	Common	Mask scent from critters, creepers, and creatures in the area.	🐾 Eyebat Guano
15	**Shadow Potion**	Witchcraft	The drinker becomes shadowy gaining Advantage on Sneak for 1 hour.	🌿 Nether Nettle ⛰ Abyssium
16	**Spider Stickum**	Rare	A very sticky substance that allows one to climb on walls and ceilings.	🐾 Inkpot Spiderweb
17	**Stink Bomb**	Common	All Goons and Bruisers in a Nearby area must make a Mettle Check or evacuate the area.	🌿 Stinkplume
18	**Super Absorbing Agent**	Common	A powder that absorbs liquid (up to a small swimming pool), turning into paste.	⛰ Fungite 🐾 Eyebat Guano
19	**Volcano Potion**	Rare	Creates a small explosion when smashed. Anyone Close suffers 2d6 Dread, and anyone Nearby suffers 1d6 Dread.	🌿 Lavabloom
20	**Wild Mushroom Cola**	Rare	Randomly change the drinker's appearance (roll on the random NPC table) for one hour.	🌿 Glowing Pufflechuff

Cooking Recipes

1D20	ITEM	EFFECT	COMPONENTS
1	**Barbecued Blinker**	Gain +1 Perception and +1 Search for 1 day.	Snapping Blinker
2	**Barbeled Rye Bread**	Normal Ration. A sticky, marbled bread that can't be lost or stolen.	Barbeled Dragonfish
3	**Cadfin Casserole**	Feeds +4 people. Heal 1 Courage.	Zipping Cadfin
4	**Cave Carrot Juice**	Cures **WEAKENED** and **BLINDED**.	Cave Carrot
5	**Coldwater Cobbler**	Smells so yummy it draws attention to camps that cook it. Feeds +4 people and draws the attention of a friendly Wandering Intruder.	Coldwater Cobblefish
6	**Dungeonous Crab Bisque**	Traditionally served as a peace offering. Gain +1 to a Check when Parleying or Wrangling an Adversary..	Dungeonous Crab Shell
7	**Fried Dusknuggets**	Gourmet Ration. Gain +1 Mettle for 1 day.	Dusknugget
8	**Gigagator Gargle**	Surprisingly fresh and zesty mouthwash. Gain +1 Charm for 1 day.	Gigagator Gar
9	**Goblin Water**	A moss-infused goblin drink that replenishes energy. Replenish 2 Quest Points.	Stalagmoss
10	**Gurble Snout Sandwich**	Gain +1 Wilderness for the session.	Gurblepig Snout
11	**Magma Cooler**	Refreshing drink that goes down cool, but warms the body like hot tea. Heal 5 Courage.	Magma Drinker Coldwater Cobblefish
12	**Moledwerp Medley**	Boy howdy, that's good eatin'! Feeds 2, removes Poison, and prevents PCs from getting **TIRED** if they decide to push their traveling another leg.	Dusknugget Cave Carrot
13	**Mushrumper and Chips**	A favorite in taverns, this delightful flaky fare puts smiles on faces. Gain +1 Charm for the session.	Mushrumper Mushroot
14	**Powdered Toadstool**	Add to Ration to give it a boost. The Ration heals 2 Courage.	Petrified Toadstool
15	**Rock Salad**	Gain +1 Block and +1 Athletics for 1 day.	Abyssal Rocklord, Gobblestone Rocks
16	**Spicy Magma Sauce**	Add to a Cooking recipe to make the food grant +2 Temporary Courage.	Magma Drinker
17	**Stir Fried Noodlers**	Gain +1 Nimbleness and Might for 1 day.	Goraxian Noodler
18	**Stygo Bitesize Wings**	Naturally salty and sweet, these wings are so good they bite back! Gain +1 Attack and Dread on Counterattacks this session.	Wingless Stygobiter
19	**Three Spore Soup**	Feeds +3 people. Replenish 1 Quest Point.	Spore Cobra Spores Funghoul Spores, Petrified Toadstool
20	**Trumpet Crumpet**	Bards gain +1 Inspire on Checks for Class Abilities and Invigorate +2 for the session.	Trumpet Fish

Crafting Recipes

1D20	ITEM	RARITY	EFFECT	COMPONENTS
1	**Abyssal Blade**	Rare	Reflects no light, granting Advantage to conceal. [grim] [slash]	⛰ Abyssium ⛰ Chromadyte Shard
2	**Black Powder**	Common	Enough explosive powder to fill a large jar. 1d6 Usage Die to cause a small explosion or grant +2 Dread to artillery or a blunderbuss for a Combat. Use a full jar to cause a big explosion.	⛰ Coal 🐾 Leadralpher Pellets
3	**Cloak of the Shar**	Rare	Once every session, gain Advantage on a Realms or Sneak Check in the Underlands.	🐾 Nether Bharg Hide 🐾 Reegaldeek Leather
4	**Crystal Necklace**	Common	[precious]	⛰ Shar Crystal ⛰ Silver Ore
5	**Diamond Shield**	Rare	Medium Shield. Grants +2 Block against spells, fire, and lava.	⛰ Fire Diamond ⛰ Greyglitter Ore
6	**Dragon Muzzle Blunderbuss**	Common	Grazing Shots inflict 3 Dread.	🐟 Barbeled Dragonfish ⛰ Iron Ore
7	**Dungeoneer's Vest**	Common	Medium Armor. Grants +4 Inventory. No Disadvantage on Sneak Checks.	🐾 Dungeonous Crab Shell 🐾 Nether Bharg Hide
8	**Fungal Armor**	Rare	Medium Armor. Repairs itself in 1d6 hours. Each session, the wearer gets a random Fungal Jungle Herb Component.	⛰ Fungite 🐾 Funghoul Spores
9	**Goblin Armor**	Common	Medium Armor. Goblin nobles and law enforcement generally treat the wearer like a gallant knight (unless there is reason not to).	⛰ Goblin Alloy 🐾 Reegaldeek Leather
10	**Hazmat Suit**	Common	Grants immunity to poisons, toxins, gasses, and airborne pathogens. When Defeated the suit is destroyed.	⛰ Demon Tooth 🐾 Nether Bharg Hide
11	**Lava Suit**	Common	Grants immunity to environmental lava, fire, and heat. Gain +2 Block against attacks of that nature. When Defeated the suit is destroyed.	🐟 Magma Drinker ⛰ Mantle Rock
12	**Mushrum Polearm**	Common	[cleave] [finesse] [reach]	⛰ Shar Crystal ⛰ Petrified Toadstool
13	**Myco-rope**	Rare	"Smart" rope that ties its own knots and repairs itself if broken	🌿 Argent Tendrila 🌿 Mushroot
14	**Prismatic Sword**	Rare	Illuminates darkness like a multi-colored torch for 1 hour per day. [light]	🐾 Chromadyte Shard ⛰ Gold Ore

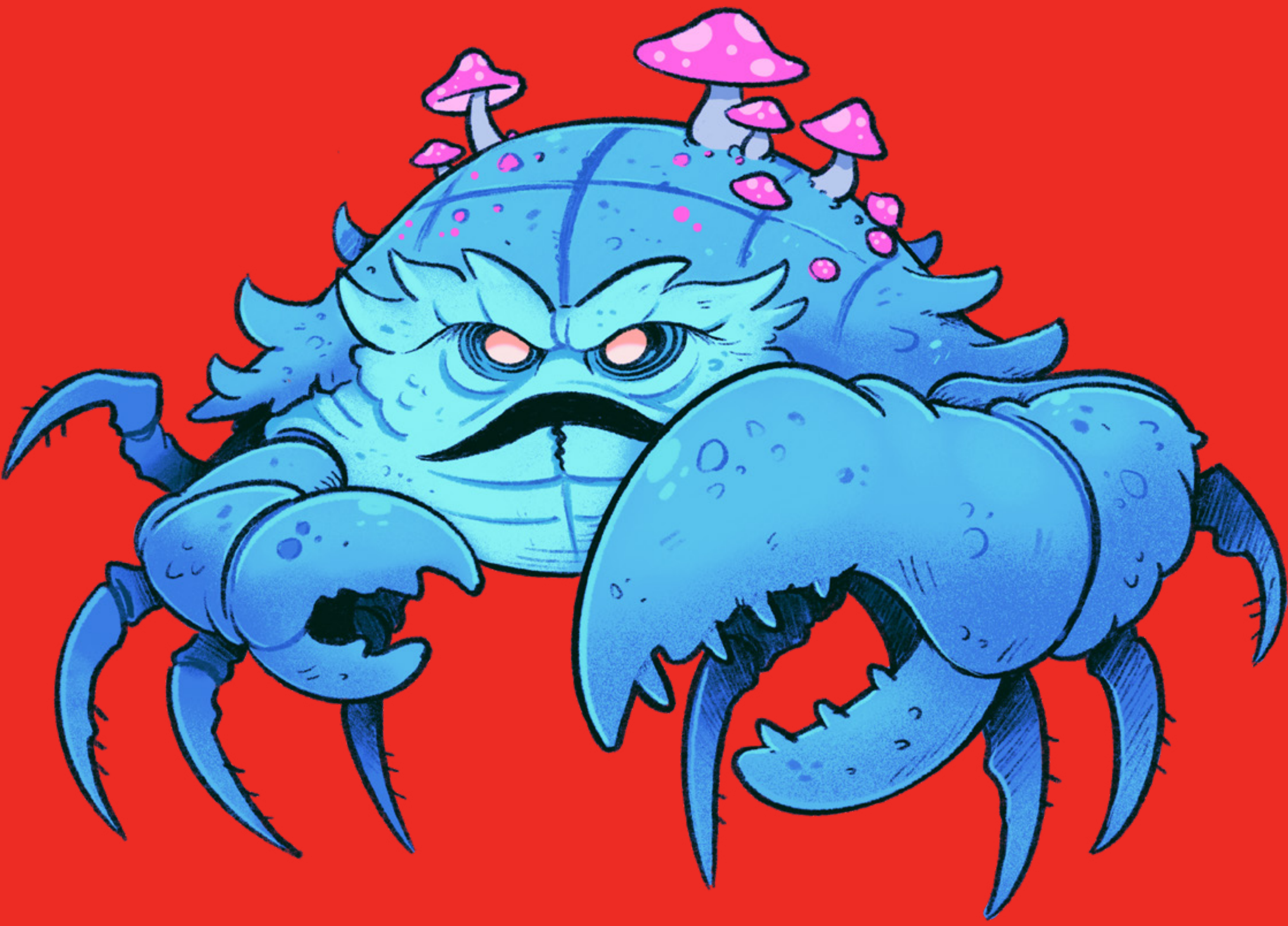
1D20	ITEM	RARITY	EFFECT	COMPONENTS
15	**Shar Armor**	Rare	Heavy Armor. [mirrored] Once every Combat, deflect a ranged missile Hit.	⛰ Shimmer Granite 🐾 Chromadyte Shard
16	**Silver Bullets**	Common	1d20 Usage Die. Inflicts max Dread to any Adversary with a vulnerability against [cold steel].	⛰ Silver Ore 🐾 Leadralpher Pellets
17	**Smoke Bomb**	Common	Creates a cloud of smoke in a Nearby area, obscuring vision.	🐾 Eyebat Guano ⛰Coal
18	**Snap Trap**	Common	Combination snare and bear trap. Inflicts 1d6 Dread and Entangles a target.	🐾 Stygobiter Teeth 🐾 Inkpot Spiderweb
19	**Sparkle Grenade**	Rare	Throw at a Nearby Underlands critter. On a 9+, the target and any other Underlands critters within Nearby range are **STUNNED**.	🌿 Glowing Pufflechuff 🐾 Living Lantern Heart
20	**Sputter Grapple Gun**	Common	Pistol that fires a small, motorized grappling hook attached to synthetic wire. Useful for scaling heights or pulling objects to the user.	⛰ Iron Ore 🐾 Reegaldeek Leather

New Magnificent Traits

Weapon Trait (Blunt, Polearm):	**[wreck]**	+1 Dread. Grants Advantage on destroying objects.
Weapon Trait (Bladed, Polearm)	**[sear]**	Once every Combat, on a 9+ Hit, inflict **BURNING**.
Weapon Trait (Ranged	**[pierce]**	Ignores Block.
Weapon Trait (Bladed)	**[finesse]**	Once every Combat, Counterattack against a Hit or Critical Hit.
Armor Trait	**[tempered]**	+2 Block against fire, heat, and lava.
Armor Trait	**[resistant]**	+1 Block against a weapon type of choice

CHAPTER 8

ADVERSARIES



BRINE BATS

Small, Aquatic, Flying	Attack	Dread
	+1	1d6

These curious, amphibious eel bats dwell in the subterranean oceans and waterways of the Underlands. Their sleek, slimy bodies and flowing, fin-like wings make both swimming and flying effortless. Utilizing echolocation and their keen sense of smell, these nearly blind predators hunt in groups called cloaks. Sometimes referred to as "salty sods" by Underlands denizens, brine bats are known to be erratic when they attack.

ABILITIES

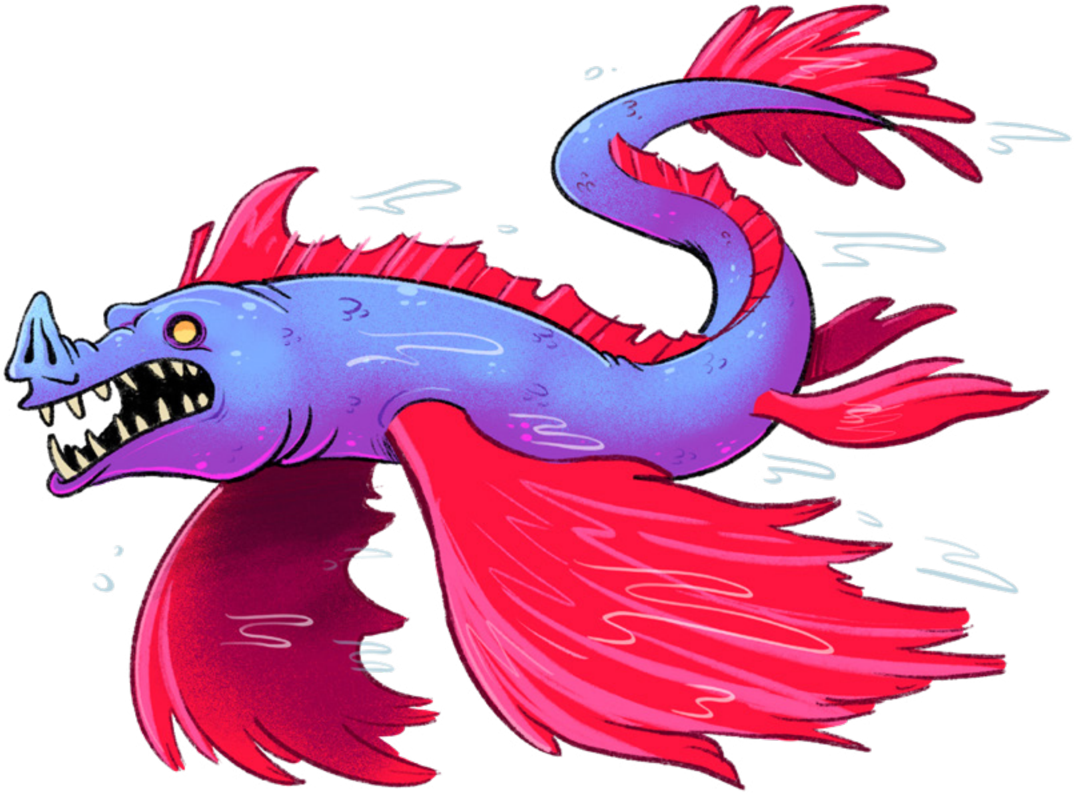
Erratic Dive

Every round, roll 1d6 to determine the Brine bats' benefit:

1–2	Gain Advantage on Attack.
3–4	Gain Advantage on Dread.
5–6	Attack twice.

VULNERABILITIES

Accustomed to a diet so salty and sour it would make a kraken pucker, brine bats have an extreme aversion to sugar. Eating sweets is such a foreign experience to them that it will often drive brine bats into fits of involuntary belching.



CACKLING SHADE 🐾

Level	Classes	Wrangle	Attack	Defense
3–10	B, C	1	+2	+0
Huge, Solo		**Block**	**Dread**	**Actions**
		2	1d10	2

The insidious cackling shade strikes fear into even the bravest of adventurers. The terrifying centipedes are covered in a flat, jet-black carapace that clatters and rattles before they strike with a distinctive, horrible cackling sound akin to the cold, dead laugh of the foulest witch. Preferring to breed near **GLOOM**, these beasts don't just feed off of meat and bones; they feed off of the sadness and doubt of wayward folk who accidentally wander into their dreadful lairs.

Names: Black Woe, Shadow Snatch, Chittering Bill, Gloompincer

ABILITIES

Cackling Doom

Every round, all targets must make a Mettle Check. On a 5-, roll 1d6

1–2	The target's actions suffer -1 for the round.
3–4	The target suffers 1d4 Dread.
5–6	The target is **SLOWED** for the round.

Delectable Doubt

Sadness, uncertainty, and doubt are like fine wine to a cackling shade. When their opponent rolls a Critical Miss, the cackling shade heals 1d4 Courage.

VULNERABILITIES

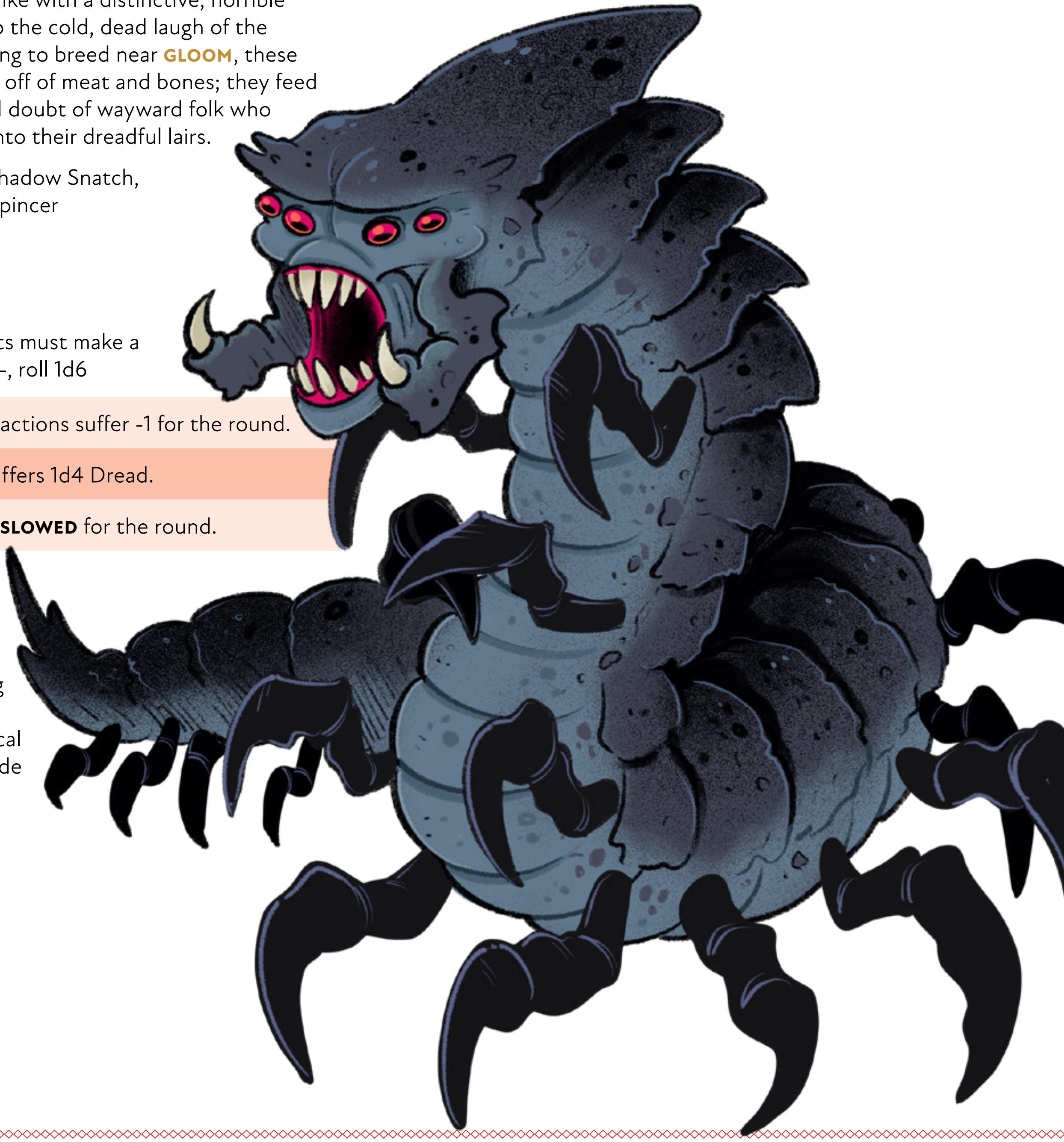
Cackling shades are not accustomed to opponents who show no fear. Foes who succeed on three Mettle Checks in a row inflict 5 Dread to the cackling shade.

COMBAT

Cackling shades love to chase and toy with their prey and don't immediately go in for the kill. Instead, they capture and entomb their prey alive in a glassy, black mucus to feed off the poor soul's despair.

CRAFTING

Shade Armor (Crafting 🔨)
Components: Cackling Shade Carapace + 15 Materials.
Effect: Heavy Armor. Undead are indifferent toward the wearer unless provoked.



CATACOBRA

Level	Classes	Wrangle	Attack	Defense
1-7	G, B, C	1	+1	-1
Medium/Large, Any Number		Block	Dread	Actions
		0	1d10	1

These venomous serpents dwell in utter darkness and are often found in old crypts. The spit of a catacobra is perilous, triggering a biochemical reaction that slowly embalms their prey alive. They have a bone pattern running the length of their bodies, making them easily mistaken for a pile of bones in the dark. Underlanders who remember the old tales believe these bone markings were made by an ancient evil as a gift to the Gloom King. Commoners tell ghost stories in which catacobras absorb the spirits of the dead, while the **SARPATHI** consider the snakes to be guides for those passing into the next world.

Names: Bonewhisper, Rattlefang, Dreadhood, Skullwish

ABILITIES

Cackling Doom

The first phase of a Conflict with a catacobra is Combat, followed by Wrangle, Improvise, and Run. A catacobra attacks first in the first round.

Embalming Venom

On a 9+ melee or ranged attack, the target is **WEAKENED** (also **POISONED** on a Critical Hit). The following round, the target must make a Vitality Check: On a 5-, they become **PARALYZED**.

VULNERABILITIES

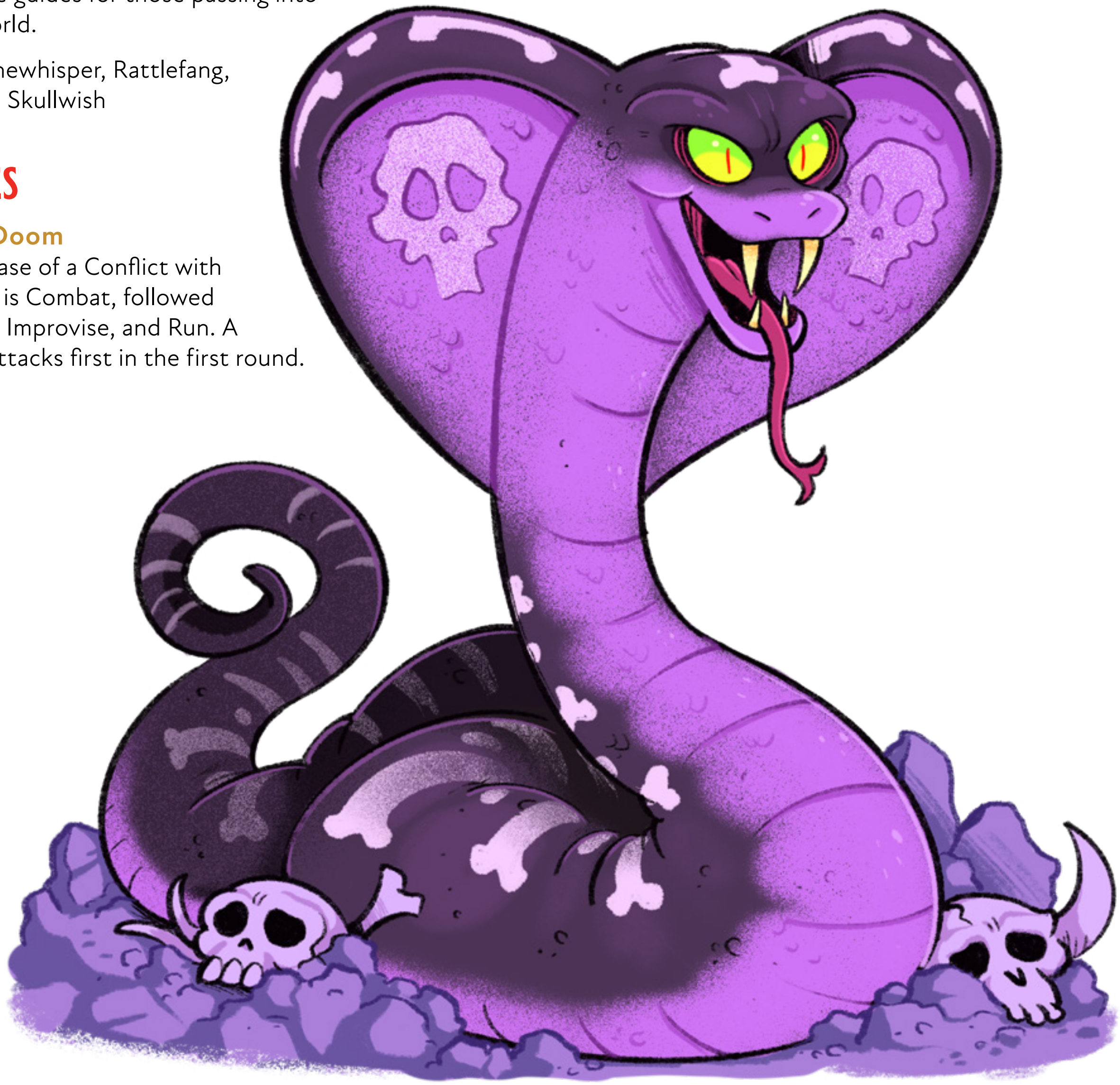
Catacobras are repelled by fire and heat.
Living in the deep darkness of tombs, they are unaccustomed to warmth.

COMBAT

Catacobras lie in wait, ideally striking unaware foes. When fighting multiple enemies they attempt to weaken all threats before going in for kills.

CRAFTING

Catacobra Cloak (Crafting 🔨)
Components: Catacobra Skin + 10 Materials. Effect: Once every session, while in darkness, the wearer may hide on the ground, appearing like a pile of bones.



CATTERWOMPUS 🐾

Level	Classes	Wrangle	Attack	Defense
5–10	B	1	+0	+2
Huge, Group/Horde		**Block**	**Dread**	**Actions**
		0	1d10	1

Also known as a wompwalker, the catterwompus is a giant tardigrade that can not only survive, but thrive in any temperature or environment in the world. They gather in herds in both freezing and scorching climes, even in lava and the Underdeep, feeding on mosses and tiny prey. They feed at all hours of the day to maintain their huge, waddling size, but they possess great stamina. For this reason, dweorgs have been using catterwompuses as beasts of burden for ages, and other Underlands denizens are following suit. The only difficulties with using them this way are that the critters are quite rare and reclusive, and they don't mate well in captivity.

Names: Waddles, Rollo, Big Budda, Weird Womp

ABILITIES

Hardiest of Hardy

Immune to fire, heat, cold, magic, **POISON**, and disease.

Waddling Stampede

Once every Combat, a Group or Horde of catterwompuses can make a single Attack against all Close, Nearby, and Faraway targets.

VULNERABILITIES

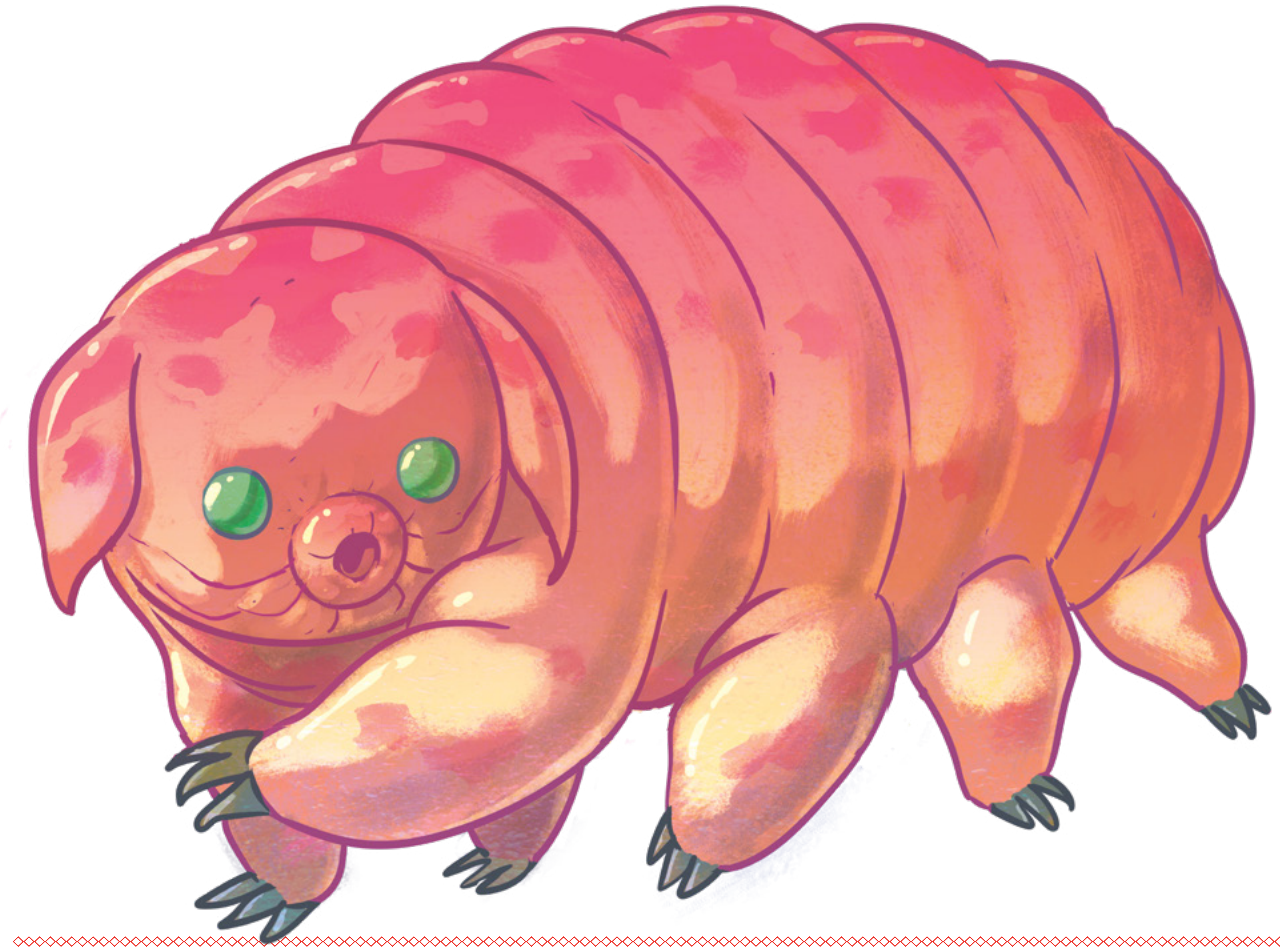
While capable of traversing any terrain, catterwompuses are incredibly slow and travel at their own pace. After stampeding to defend themselves, they will never give chase. .

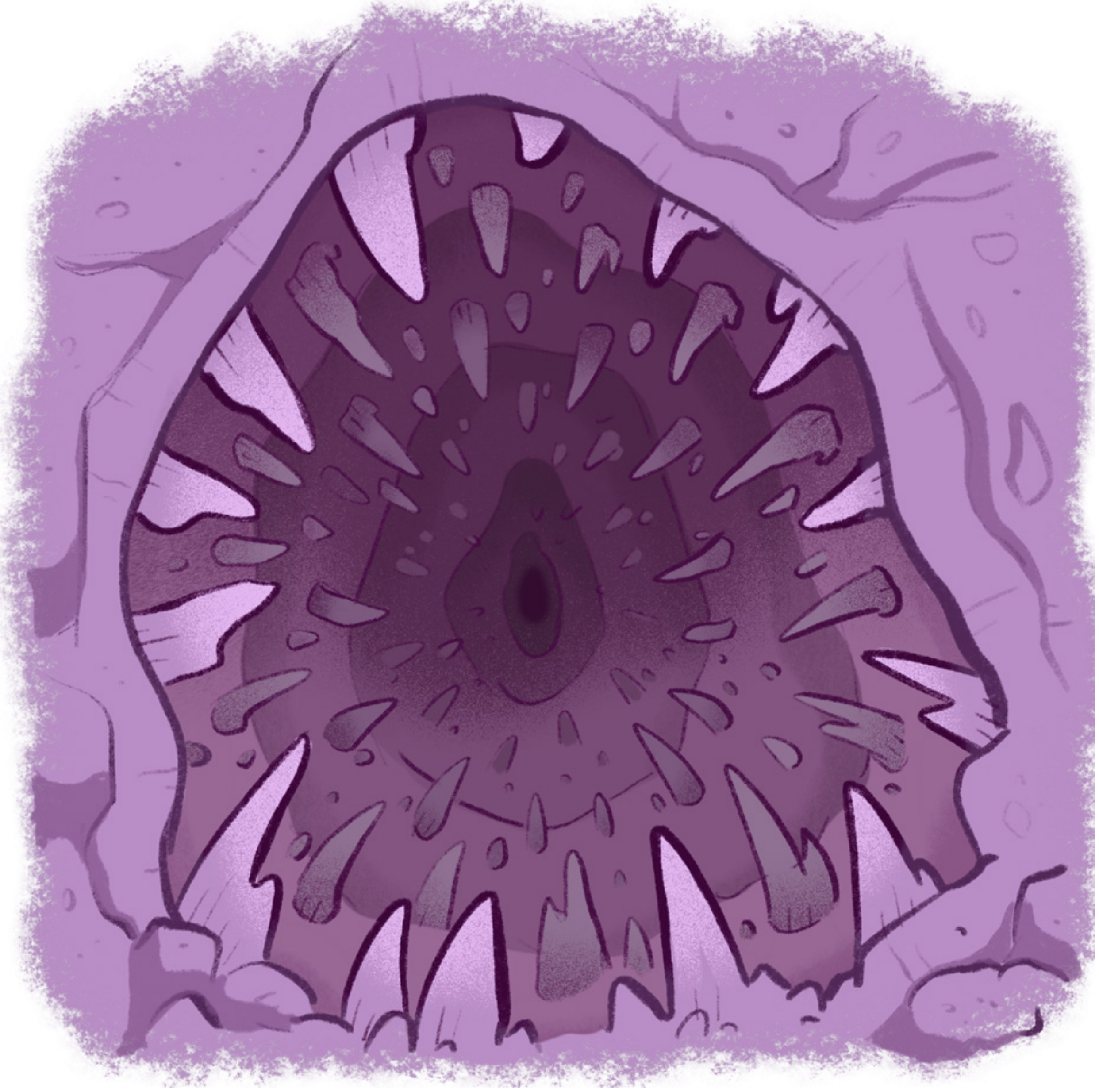
COMBAT

Catterwompuses are very docile unless they are approached up close. If they feel their young are threatened, they will all stampede without a second thought. Otherwise, they are clumsy fighters that rely entirely on their big bulk.

Taming

Offering moss, fungi, or herbs effectively puts a catterwompus at ease. Then, a well-timed pet or scratch with a Wilderness Check of 11+ will comfort the beast enough to join the PC's personal herd.





CAVEMAW

Huge	Attack	Dread
	+2	1d8

Tremendous gaping mouths hidden within the shadows of caves, these monstrous creepers fill entire caves with their gummy, grey bulk and wait for prey to accidentally wander directly into their mouths. Like gigantic hermit crabs, cavemaws search for caves to protect their delicate outer bodies. But unlike hermit crabs, a cavemaw is more akin to a giant mollusk than a crustacean. What makes them particularly nefarious are their bioluminescent uvulas that appear to be lights at the end of the tunnel—just past their rock-like teeth.

ABILITIES

Lockjaw

After a creature enters the cavemaw's mouth, its outer teeth stealthily shut tight like a portcullis, blocking the way out (Might Check with Disadvantage to open). Large, retractable, rock-like teeth spring out at prey trapped inside the cavemaw's body.

Dissolving Bile

On a 9+ Hit, a *Mundane* item of the target's is destroyed.

VULNERABILITIES

Cavemaws have vulnerable underbellies. If its underside is ever somehow exposed, a cavemaw will flee, wriggling out of the cave causing a great disturbance. Additionally, cavemaws have been known to choke on prey that destroys their large uvulas.

CAVE OYSTER

Level **1–5**	**Classes** **B**	**Wrangle** 1	**Attack** +0	**Defense** +1
Medium/Large, Any Number		**Block** 0	**Dread** 1d8	**Actions** 2

Often disconcerting to look upon, cave oysters are bundles of inquisitive eyeballs that live in shells. While they are able to crawl haphazardly to hunt for prey, some cave oysters won't move for decades once they find an advantageous spot. Cave oysters have a putrid stench, which is an excellent deterrent against predators. However, Underlanders often seek out these critters because of tales that, in rare circumstances, they grow magic pearls that wizards used as seeing stones in the old times.

Names: Blinking Pete, Lookout Lou, Spying Sam, Runkle Snap

ABILITIES

Snap Trap

On a 9+ Hit, the target is **ENTANGLED** by the cave oyster's shell.

Putrid Stench

Once every 2 rounds, may passively emit a putrid stench. All Close and Nearby characters must make a Vitality Check.

1–2	Target is **WEAKENED** and suffers 1d6 Dread as they gag and vomit.
3–5	Target is **WEAKENED**.
6–8	Target suffers 1d4 Dread.
9–11	No effect.
12+	Target is immune to the stench for the encounter.

VULNERABILITIES

Cave oyster eyes are susceptible to any sort of chemical irritation, which causes the critter to immediately snap shut as it self-cleans.

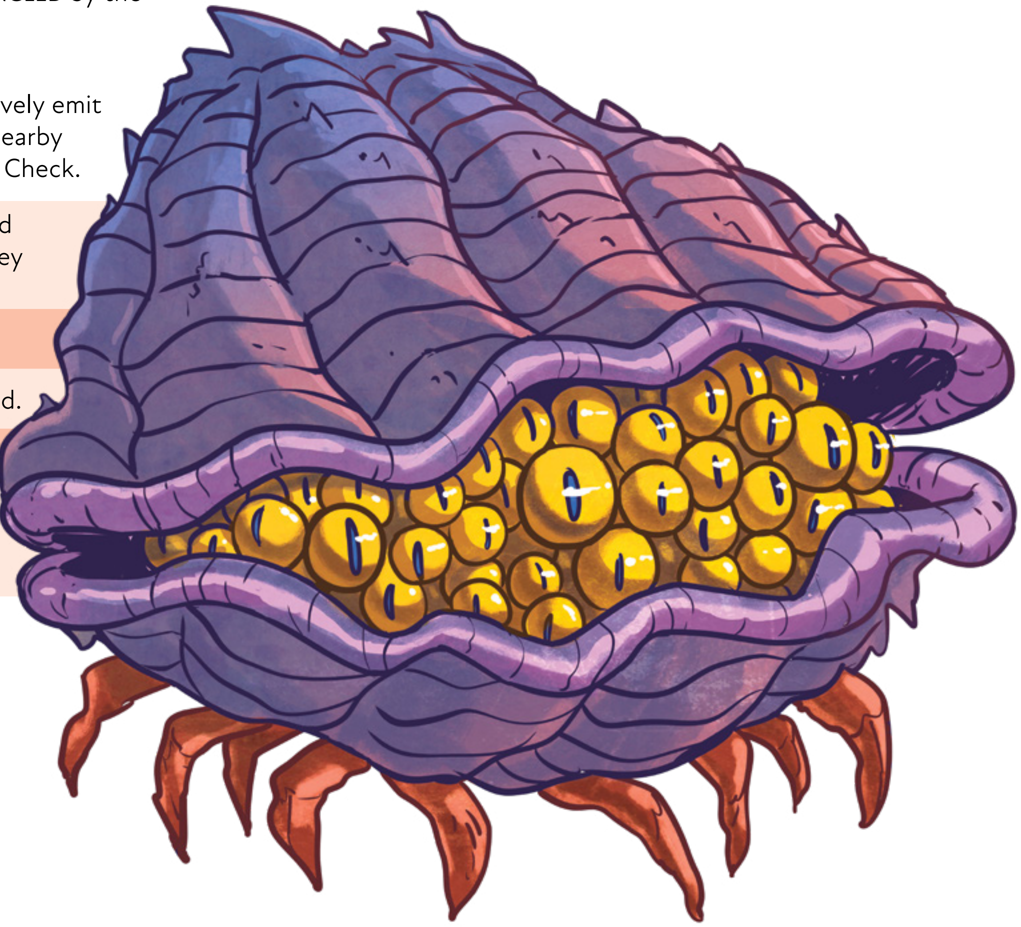
COMBAT

Often shut and completely still, cave oysters will move to snap at prey with surprising speed when hungry. Their naturally horrible smell works to soften up their foes while they attempt to trap potential meals inside their shells.

PEARLS

There is a 2-in-6 chance that a cave oyster has a pearl inside it. If so, make a Treasure Hunting Check:

1–2	1–5: Small Pearl [worth Copper 🪙]
6–8	6–8: Chunky Pearl [valuable]
9–11	9–11: Iridescent Pearl [precious]
12+	*Magic Pearl.* A crystal ball with 3 Charges. Once every session, the user may view a chosen subject for [Level] minutes who is in the same realm.



CRAGNARK

Level	Classes	Wrangle	Attack	Defense
5-10	B, C	1	+2	+0
Huge, Solo		Block	Dread	Actions
		3	1d12	4

Believed to be extinct, these behemoths of living rock are ferocious and deadly. Known to wrestle with the titanic creatures of the deepest Underlands, cragnarks are powerful and surprisingly agile. With four great arms, they snatch and crush, and with four enormous feet they stomp and smash any who invade their territory or provoke their rage.

Names: Splitterstack, Cave Smasher, Canyon Strider, Rockeater

ABILITIES

Rock Smash

May toss a boulder (assuming one is present) at a Nearby or Faraway target. On a Critical Hit, the boulder shatters and explodes, also inflicting half Dread to anyone Close to the target.

Rocky Barrage

Once every round, may attack all Close targets.

Mountain's Embrace

Cragnarks can easily crush boulders and destroy rock formations. Once every round, may attack a Close or Nearby target. On a 9+ Hit, the target is grabbed and **ENTANGLED**. On the following rounds, the cragnark may shove the target into their mouth where it is **ENGULFED**

VULNERABILITIES

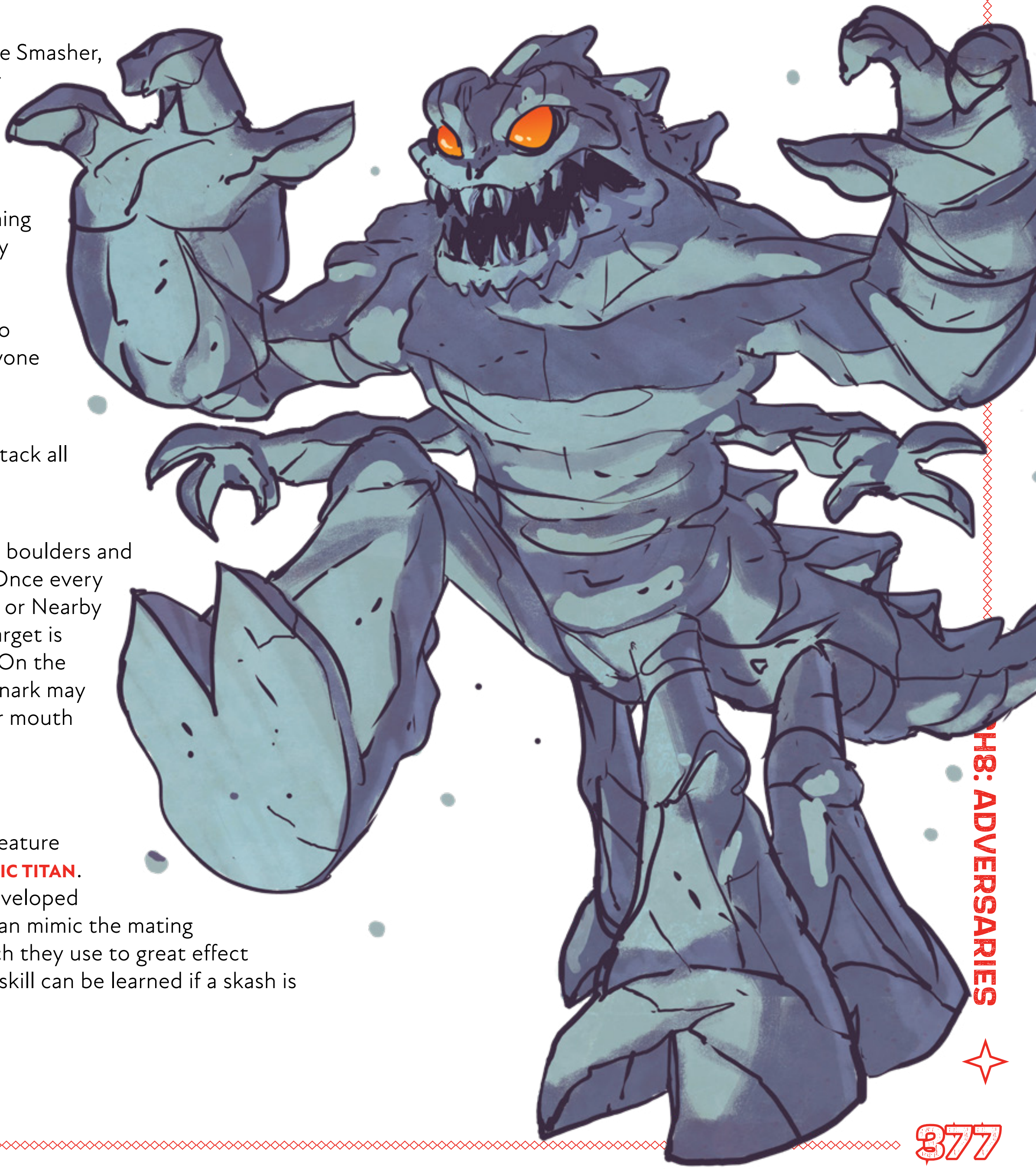
Cragnarks fear no living creature save for the mighty **SKASHIC TITAN**. In fact, the **SKASH** have developed a method by which they can mimic the mating cry of a skashic titan, which they use to great effect scaring off cragnarks. The skill can be learned if a skash is willing to share it.

COMBAT

Cragnarks are spry for their size and lurk in chasms and crevices big enough to fit them. They can scale rock faces with ease. They attempt to utterly destroy their opponents, seeking to pulverize them with their mighty stomps or devour them whole. As a result, the landscape around them will often shatter and crumble, causing hazardous environmental effects.

CRAFTING

Lorgad Hammer (Crafting 🔨)
Components: Cragnark Heart + 15 Materials. Effect: Might Check: Once every session, break through a stone wall or destroy a boulder.



DUNGEONOUS CRAB

Level	Classes	Wrangle	Attack	Defense
1-6	G, B, C	1	+1	-1
Any Size, Solo/Group		**Block**	**Dread**	**Actions**
		2	1d6	2

Big, stout crustaceans, these mighty crabs are famed for their giant left claws. Dungeonous crabs, true to their name, live in dungeons and caves but are not native to them. Long ago, during the War of the Wizards, tyrants transplanted these creatures from the western coasts of Eem and enchanted them to act as guardians for their fortresses. Since then, they have proliferated and evolved to dwell in subterranean conditions.

Names: Tunnel Clacker, Rankleclaw, Cave Pincher, Pit Cruncher

ABILITIES

Mega Pincer

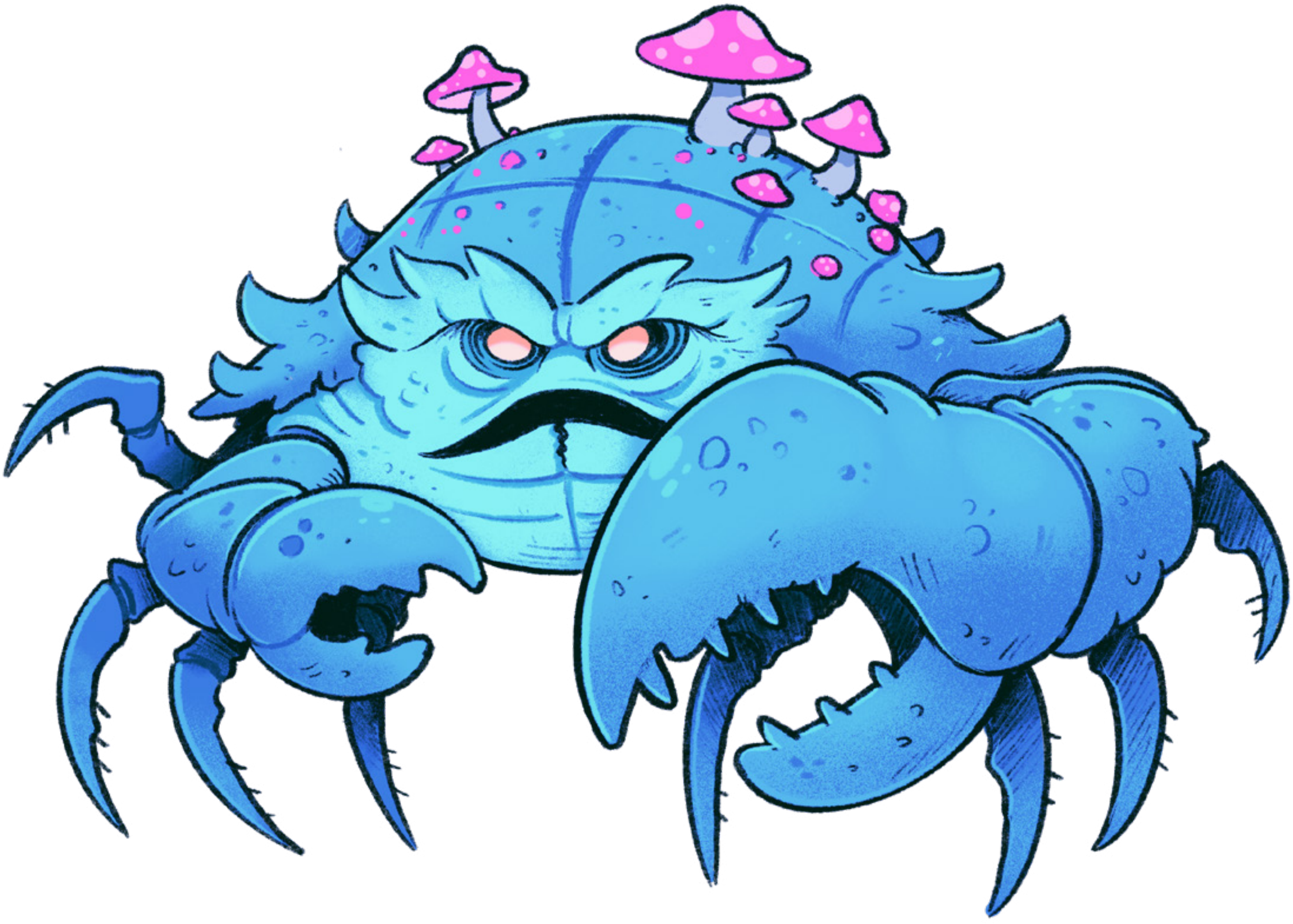
On a 9–11 Hit, the target is **ENTANGLED**, and on a Critical Hit, their weapon or armor breaks. Only one character can be **ENTANGLED** at a time.

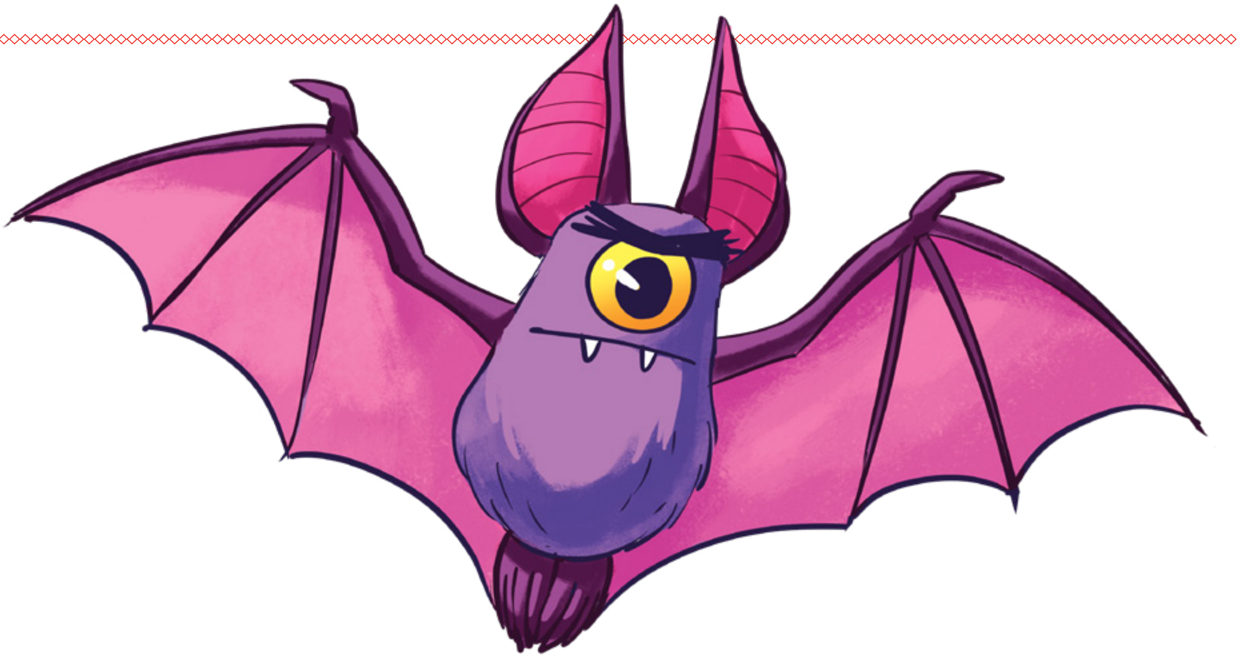
VULNERABILITIES

Dungeonous crabs that fall onto their backs are acutely vulnerable to attack. Unable to right themselves easily, they are rendered virtually harmless when flipped over.

COMBAT

Dungeonous crabs favor using their huge claw to catch and crush their opponents. They prefer to fight in tight spaces, limiting their opponents' ability to run away or evade them easily, so they often attack from behind after their prey has already entered a room.





EYEBAT

Level	Classes	Wrangle	Attack	Defense
1-7	G, B	1	+2	+0
Small, Any Number, Flying		Block	Dread	Actions
		0	1d8	1

Plump and clumsy, these strange, one-eyed bats terrorize folk of the Underlands with their unsettling gaze. Feeding on blood, an eyebat can drain a victim dry with its needle-like teeth in no time. Eyebats are rumored to be unnatural critters, produced by the experiments of a deranged wizard. Whether these tales are true, no one knows, but moledwerps in particular are afraid of them, and sorcerers sometimes use them as familiars.

Names: Winky, Brain Drain, Gazerbite, Blinky

ABILITIES

Death Stare

The first time a character makes eye contact with an eyebat in a Conflict, they must make a Mettle Check.

1–2	Target is **STUNNED** and suffers 1d8 Dread.
3–5	Target is **STUNNED**.
6–8	Target suffers 1d8 Dread.
9–11	No effect.
12+	Target is immune to Death Stare for the session.

Vampiric Bite

When an eyebat inflicts Dread, it heals that much Courage. On a 9+ Hit, the eyebat attaches itself to the target who suffers ongoing dread (Might Check to remove). The eyebat can't attack while attached.

VULNERABILITIES

Because they are clumsy flyers, eyebats have trouble chasing prey, sometimes getting disoriented and bumping into one another.

COMBAT

Eyebats favor direct attacks so they can keep their eyes on their prey and unleash their disconcerting Death Stare long enough to latch onto their prey and suck their blood.

FEARBOLG

Level	Classes	Parley	Attack	Defense
1-7	G, B	1 (D)	+2	+0
Large, Solo, Fast		Block	Dread	Actions
		0	1d8	1

Obscured by shadows, the infamous fearbolg strikes terror into the hearts of folk as assuredly as a ghost story. These hairy, greasy monsters stalk from afar, emitting a pungent magical aura that elicits fear in its victims. To see one up close is to be faced with a hulking monstrosity with a head half the size of its body and a ghastly, grinning maw filled with crooked teeth. These brutes support their bulk with thick, muscular haunches, but balance themselves with rail-thin forearms that have impossibly long fingers tipped with claws curved into cruel hooks.

Names: Growlick, Shreeg, Gasper, Howlrattle

ABILITIES

Shadowy Stalker

Before a Conflict, a fearbolg conjures unsettling voices in the minds of Nearby targets. The first phase of a Conflict with a fearbolg is always Combat, followed by Parley, Improvise, and Run.

The Voices In Your Head

Every round, all targets within Nearby range must make a Mettle Check. On a 5-, they are **FRIGHTENED** and suffer 1d4 Dread. On a 6+, they suffer 1 Dread.

Slasher

On a Critical Hit, the target suffers **BLEEDING**.

VULNERABILITIES

When an opponent is brave enough to make a joke or insult, the fearbolg suffers -2 to their next Attack against them.

SOCIAL

Fearbolgs are completely solitary creatures that make no effort to interact with others, besides tormenting them. Fearbolgs revel in cruelty, terror, and the sweet stench of fear. They detest laughter and happiness, which enrage them to the point of violence.

Before a fearbolg attacks their prey, they stalk them and conjure a cacophony of inner voices within them to elicit fear and dread.

COMBAT

Fearbolgs are devious and cruel, toying with their prey before attacking. When they do attack, they focus on the most frightened individual, even leaving the fray to chase them down. Fearbolgs rarely stand toe to toe with multiple foes, preferring to retreat into cover while telepathically tormenting their victims from a nearby hiding spot.

DEFEAT

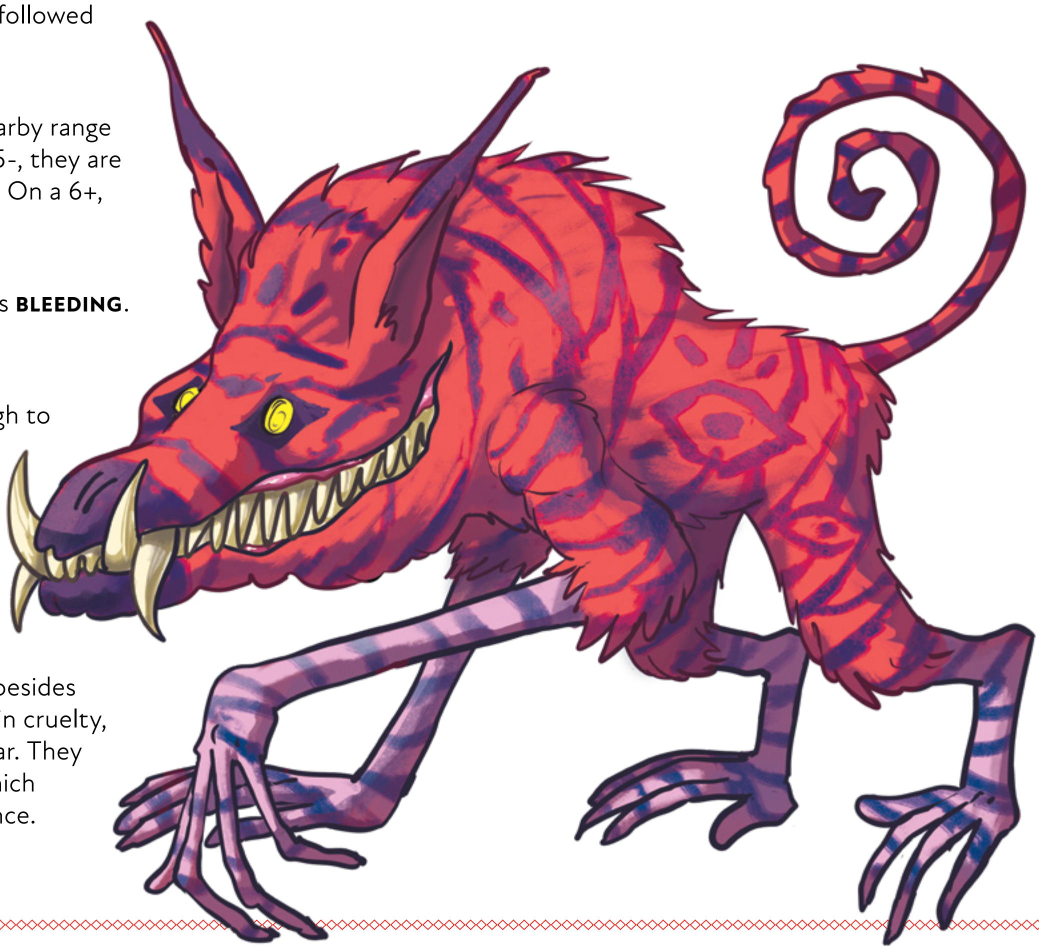
Fearbolgs, like all bullies, run with their tails between their legs when they face real defeat. When a fearbolg is slain, its eyes lose their light, and, with a howl, it implodes into a ball of hair and grease, never to haunt the Land of Eem again.

VICTORY

Fearbolgs devour their opponents, bones and all.

CRAFTING

Fright Powder (Alchemy)
Components: Fearbolg Fur + **NETHER NETTLE**.
Effect: Sprinkle on a Goon or Bruiser to make them **FRIGHTENED**.



FUNGOOSE 🐾

Level	Classes	Wrangle	Attack	Defense
1-5	G, B	1	+1	+0
Medium, Group/Horde, Flying		**Block**	**Dread**	**Actions**
		0	1d6	1

Much like the aquatic bubblegoose, the fungoose is not so much an actual species of goose as it is uncannily goose-like. Primarily found in the Fungal Jungle, these fungal critters are known for their territorial aggression and loud, obnoxious honking that sounds from their trumpet-shaped heads. Fungeese have also developed unique spores that can manipulate the emotions of their prey, eliciting laughter, fear or even anger. Some scholars have proposed that fungeese are the result of a sentient, parasitic fungus adopting the behaviors of a juvenile humongoose host, then evolving and proliferating over tens of thousands of years.

Names: Li'l Honker, Giggle-gaggle, Death Trumpet, Noodleneck

ABILITIES

Honk Honk

On a 9+ Hit, the target is **DEAFENED**.

Spore Flap

Once every 3 rounds, may make a Spore Flap Attack, blasting a plume of spores at a Close or Nearby target, who must make a Vitality Check. On a 5-, roll 1d6 (or the GM chooses):

1–2	Laughter. The target is tickled and **STUNNED** with laughter.
3–5	Fear. The target must use their next Move to retreat.
6–8	Anger. The target is compelled to attack the fungoose.

VULNERABILITIES

Fungeese will sometimes get distracted by others in their flock—a combination of horseplay and dominance displays. That, and their penchant for making their prey laugh, has led to the gnomish expression of "having as much fun as a fungoose."

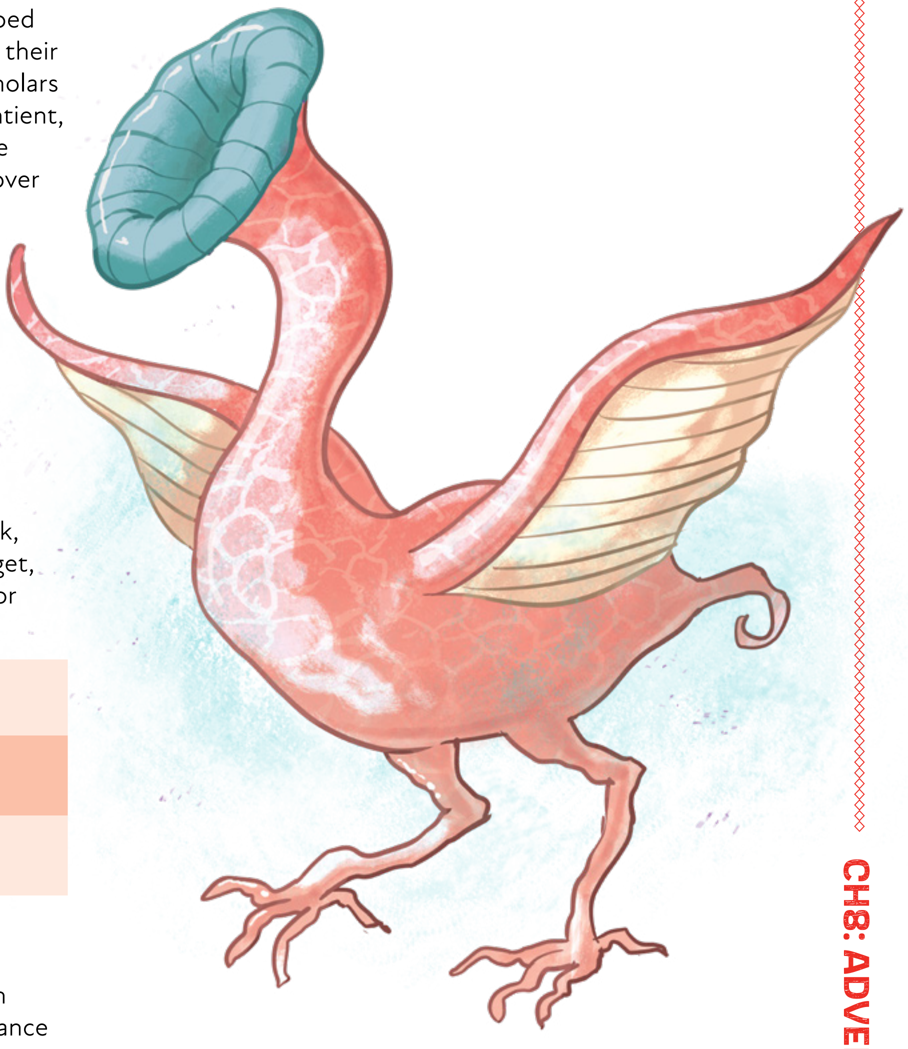
COMBAT

Fungeese are swarm attackers that honk and flap their wings furiously, releasing spores that either incapacitate their prey, send them running, or get them riled up. This is used strategically based on the needs of the flock. For instance, to taunt and surround prey, they'll release anger spores; or to drive enemies away, they'll release fear spores.

CRAFTING

Liquid Funny

Components: Fungoose Spores + **TICKLE POWDER**. Effect: The next thing the drinker says is hilariously funny to those in earshot.



GARGANTUA

Level 5-10	Classes C	Parley 2	Attack +2	Defense -1
Huge, Solo		**Block** 5	**Dread** 1d10	**Actions** 2

Gigantic deepworld wanderers, gargantuas are benevolent, scaled behemoths who keep to themselves and spend their days listening to what they call the music of the core. These gentle creatures often look after their smaller neighbors, especially animals and the ecosystems that support them. Gargantuas are also frequently home to **PALE FOLK** and flitterfolk that dwell in colonies upon their mountainous backs and even within their great mouths, between their teeth.

Names: Lo, Ra, Za, Bo

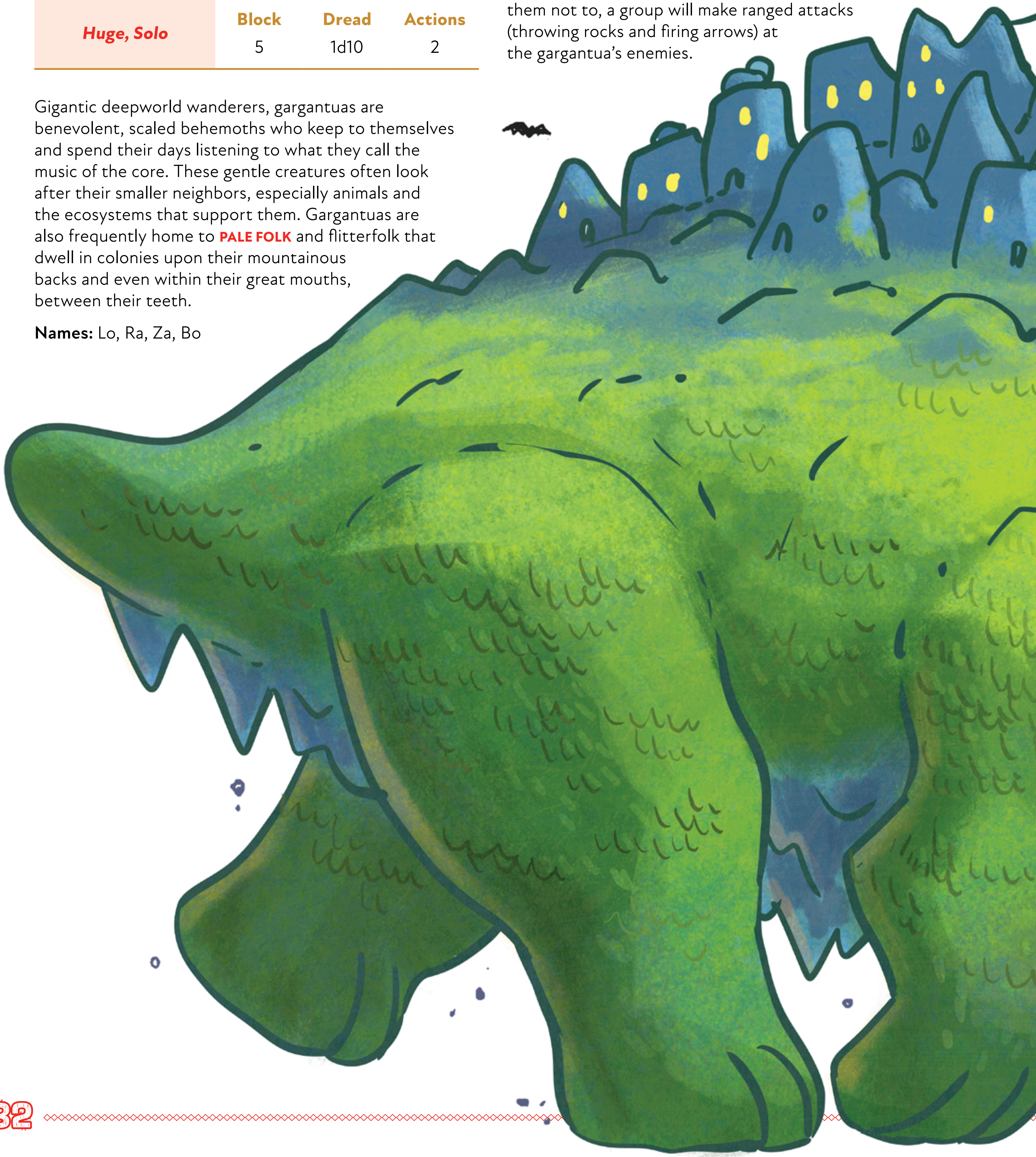
ABILITIES

Smoosh

Once every round, may attack all Close and Nearby targets.

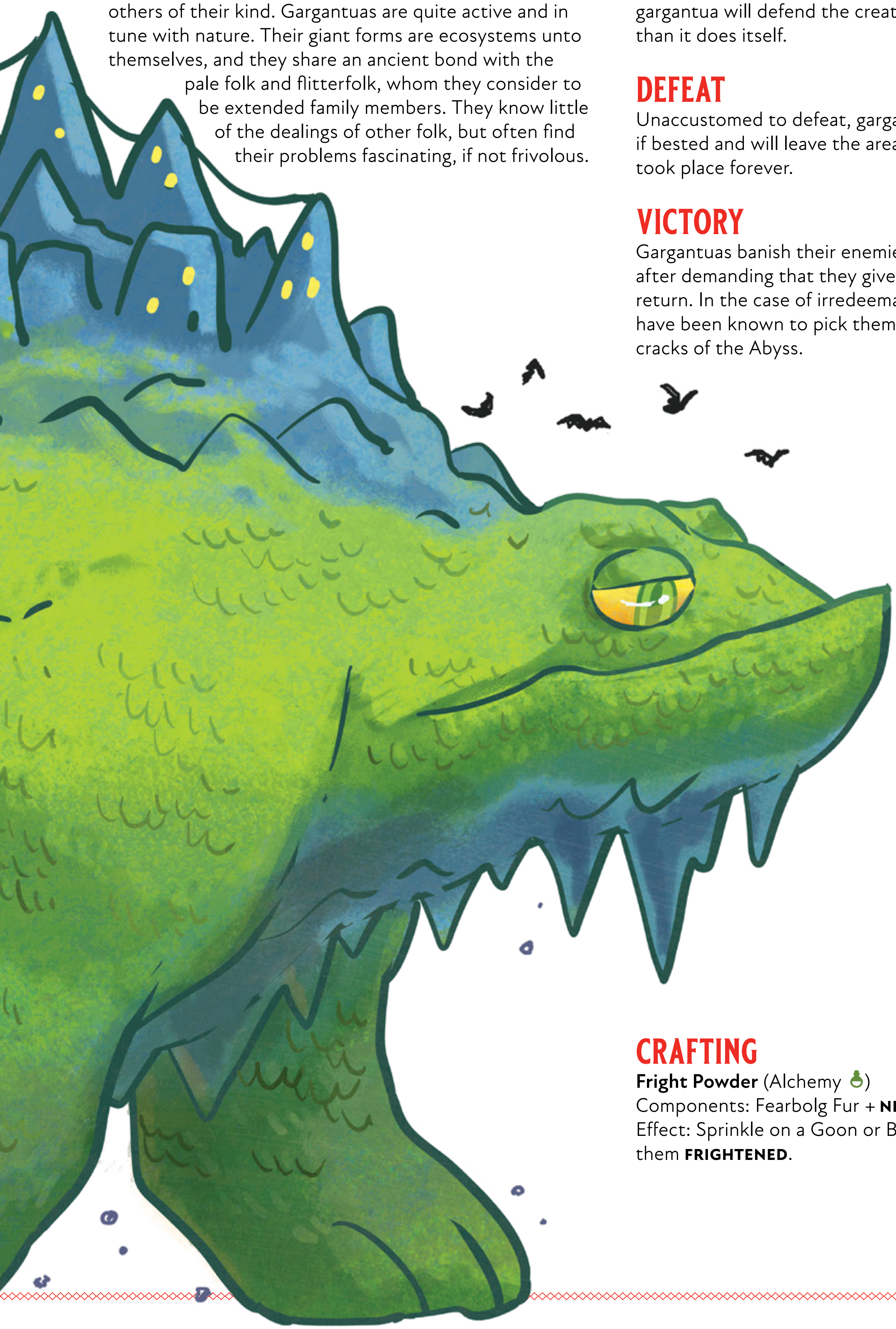
Folk Riders

An entire community of pale folk or flitterfolk **WARRIORS** lives on the gargantua. Unless the gargantua tells them not to, a group will make ranged attacks (throwing rocks and firing arrows) at the gargantua's enemies.



SOCIAL

Gargantuas are largely docile creatures that meander slowly in the deepest parts of the Underlands. They meet others of their species infrequently; sometimes, decades pass between a gargantua's encounters with others of their kind. Gargantuas are quite active and in tune with nature. Their giant forms are ecosystems unto themselves, and they share an ancient bond with the pale folk and flitterfolk, whom they consider to be extended family members. They know little of the dealings of other folk, but often find their problems fascinating, if not frivolous.



COMBAT

Gargantuas abhor violence, but they will readily defend nature and their friends. They are not skilled combatants, but their sheer size makes them dangerous foes. In addition, the community of folk living on the gargantua will defend the creature even more fiercely than it does itself.

DEFEAT

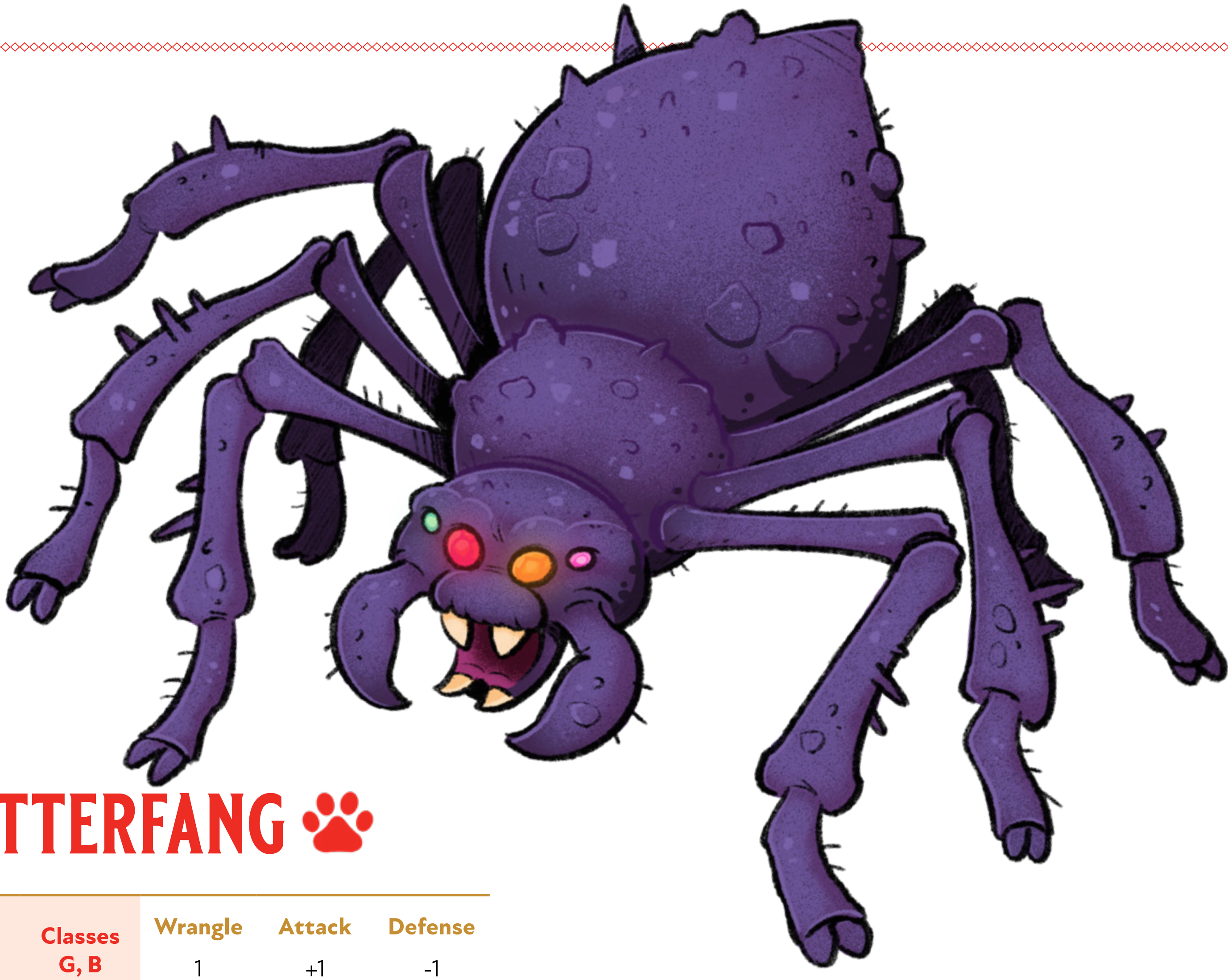
Unaccustomed to defeat, gargantuas are flummoxed if bested and will leave the area where combat took place forever.

VICTORY

Gargantuas banish their enemies, hurling them away after demanding that they give their word to never return. In the case of irredeemable fiends, gargantuas have been known to pick them up and hurl them into the cracks of the Abyss.

CRAFTING

Fright Powder (Alchemy 🧪)
Components: Fearbolg Fur + **NETHER NETTLE**.
Effect: Sprinkle on a Goon or Bruiser to make them **FRIGHTENED**.



GLITTERFANG

Level **1-5**	**Classes** **G, B**	**Wrangle** 1	**Attack** +1	**Defense** -1
Tiny/Small/Medium, Solo, Fast		**Block** 0	**Dread** 1d8	**Actions** 2

Glitterfangs are spiders famed for their clusters of colorful eyes that, at first glance, appear to be glittering gems. These gem-like eyes, however, are entirely false and used primarily to attract prey. Curiously, glitterfangs spin rigid, glass webs that aren't sticky but are terribly fragile. The slightest touch shatters them into razor-sharp shards that wound their prey before the glitterfang strikes with their notorious fangs.

Names: Faker, Old Glass Eyes, Diamond Bite, Ragtooth Ruby

ABILITIES

Shimmering Death

The first phase of a Conflict with a glitterfang is Combat, followed by Wrangle, Improvise, and Run. A glitterfang attacks first in the first round.

Poison Fangs

On a Critical Hit, the target is **POISONED**.

Glassy Web

Once every Combat, a glitterfang can shatter their glass web, inflicting Dread to anyone Close and Nearby.

Tiny Size (Creeper)

Juvenile glitterfangs are creepers that swarm together. They have +1 Attack and 1d8 Dread.

VULNERABILITIES

Glitterfangs are the preferred prey of **NETHER BHARGS** and will flee at any sign of them.

COMBAT

Glitterfangs lure their prey by twinkling their lustrous, gem-like eyes. If their prey doesn't stumble into their glassy web on its own, the spider will shatter it, sending glass shards in all directions.

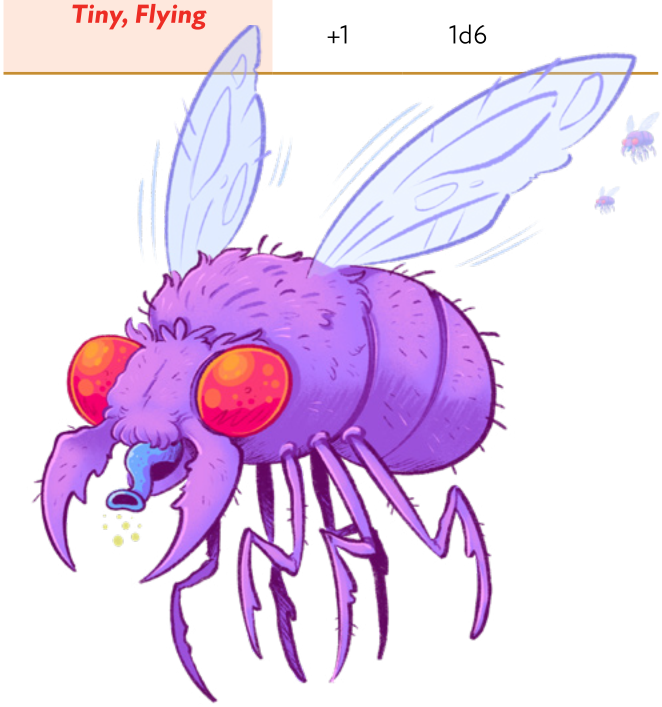
CRAFTING

Fool's Jewels (Crafting 🔨)

Components: Glitterfang Eyes + 5 Materials. Effect: The resulting piece of jewelry looks like it's worth a fortune, but it will lose its luster rather quickly over time.

GNASHFLIES

	Attack	Dread
Tiny, Flying	+1	1d6



Subterranean flies with oversized mandibles that bite hard, gnashflies are the bane of Underlanders, as they are easy to rile up and even easier to send into a swarming fury. Unlike Overland flies, the buzz of their wings is drowned out by the disconcerting snap and chomp of their mandibles.

ABILITIES

Devouring Swarm

On a 9+ Hit, inflict **BLEEDING**.

VULNERABILITIES

Gnashflies are susceptible to all manner of insect repellents, as well as sour smells.

GOBBLESTONES

	Attack	Dread
Medium/Large	+2	1d10

Watch your step! What appears to be an ordinary cobblestone path may just be a grumbling patch of hungry gobblestones. Always looking for the odd foot to munch on, these craggy creepers resemble rocks but for the suggestion of eyes and a grimacing mouth. Though gobblestones are stationary for the most part, they have been known to migrate during earthquakes. Some gobblestones are even rumored to talk, hurling taunts and insults.

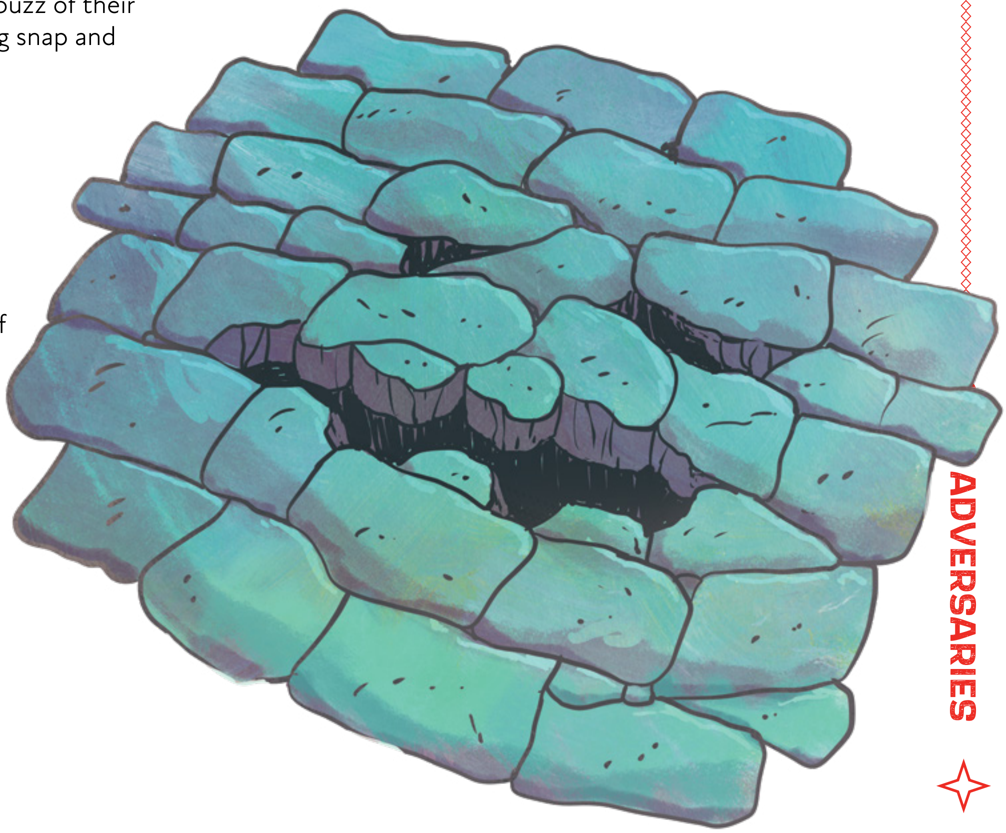
ABILITIES

PIT MOUTH

On a 9–11 Hit, the target is **ENTANGLED**, and on a Critical Hit, the target is **ENGULFED**.

VULNERABILITIES

Gobblestones are particularly porous; sticky or viscous liquids poured into their mouths and eyes have a tendency to confuse their senses, rendering them confused or entirely inert.



GURBLEPIG

Level	Classes	Wrangle	Attack	Defense
1-5	B	1	+0	+1
Small/Medium, Solo/Group		Block	Dread	Actions
		2	1d4	1

These fungal hogs come from the Fungal Jungle, where they snuffle and sniff along the ground for delicious toadstools and mushrooms. Many folk value a gurblepig's keen sense of smell for its ability to find rare, delectable fungi, but they also make excellent alternatives to bloodhounds. Gurblepigs are said to have noses so keen that they rival legends of **DORGONS** and **DRAGONS**.

Names: Pigwig, Hogwell, Snufflebug, Snorgletop

ABILITIES

Squealing Charge

May charge and attack a Nearby or Faraway target with Advantage. On a Critical Hit, the target is knocked **PRONE**.

Spore Plume

When a gurblepig is Hit with a Counterattack, a plume of allergenic spores puffs out of their body, inflicting Dread upon anyone Close.

VULNERABILITIES

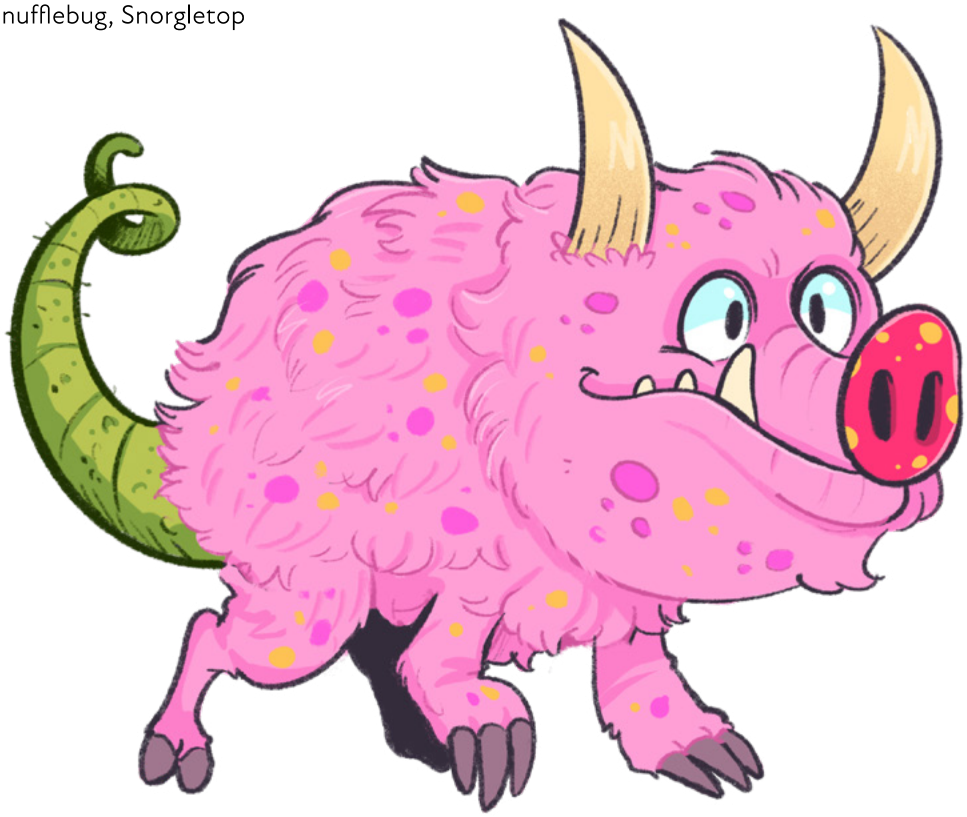
Because a gurblepig's nose is so sensitive, its senses can be overwhelmed. Terrible smells can confuse their faculties, causing them to spin in erratic circles.

COMBAT

Gurblepigs charge those who have intruded into their territory or who make loud, boisterous noises. They trample foes that have been knocked over, and they will relentlessly give chase until intruders are out of their territory.

CRAFTING

Gurlbepigs can be tamed as pets with proper effort. A successful Wilderness Check for 3 days in a row wins the creature's heart. A tamed gurblepig grants +1 to Picking Herbs.



KING DELVER

Level	Classes	Wrangle	Attack	Defense
5-10	C	1	+3	+1
Huge, Solo, Fast		Block	Dread	Actions
		2	1d12	2

Unrivaled masters of the earth, these great, wooly worms delve deeper than perhaps any other creature in the Land of Eem. The king delver's body is a huge and powerful muscle crowned with a beak that acts like a huge shovel. Endless networks of their tunnels exist below the surface, and, for generations, goblins have used them to great effect in establishing their own travel networks. King delver lairs are Random Mazes.

Names: Queen Mam, Cutter King, Godworm, Rumblewind

ABILITIES

Beaked Bite

May make a Beaked Bite Attack.
On a Critical Hit, the target is **ENGULFED**.

Living Battering Ram

May charge and attack a Faraway or Distant target. On a Critical Hit, the target is **WOUNDED**.

Wriggle and Rumble

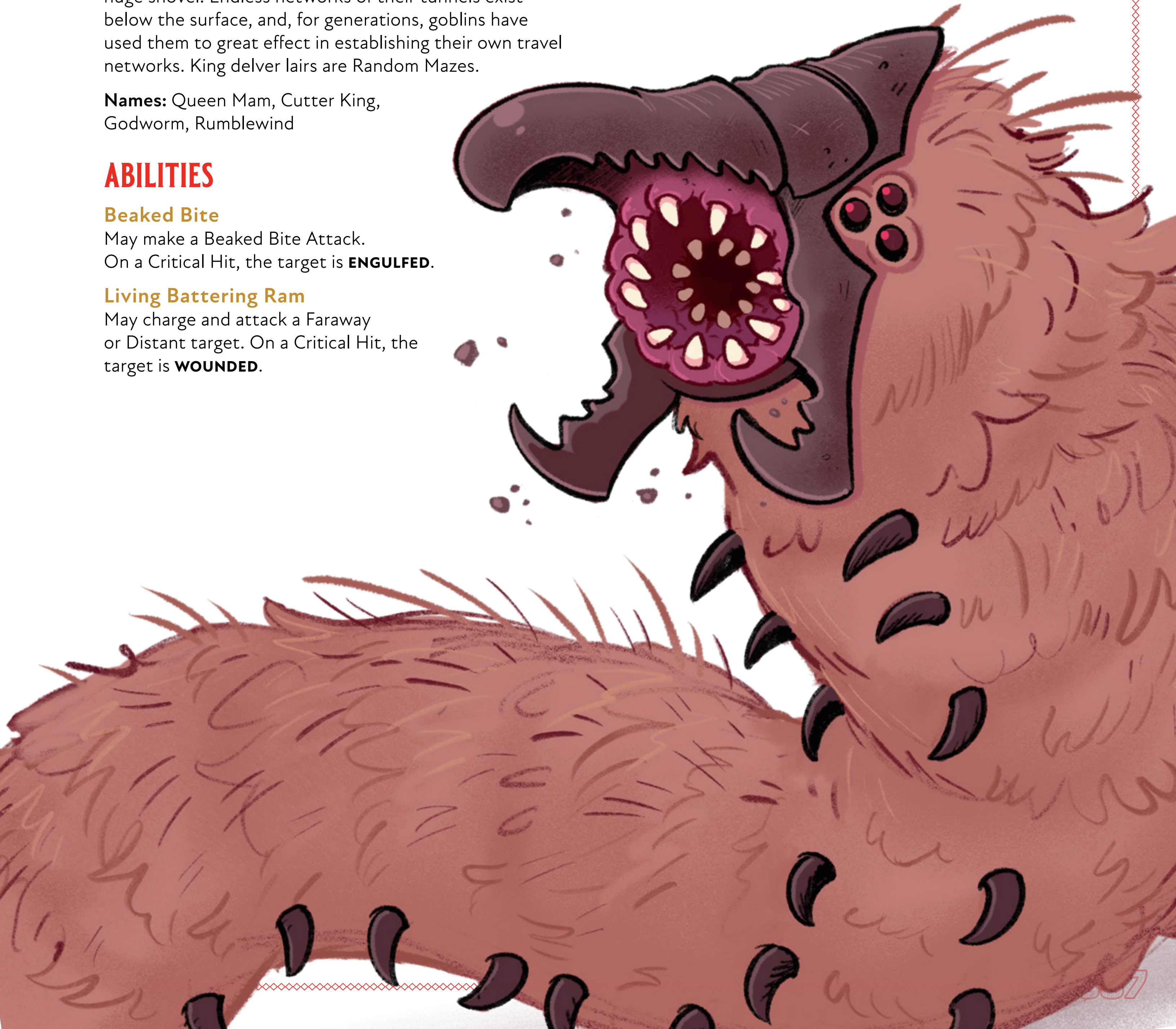
Every round, characters within Faraway range must make a Nimbleness Check to avoid falling debris caused by the king delver's movements. On a 5-, suffer 1d6 Dread.

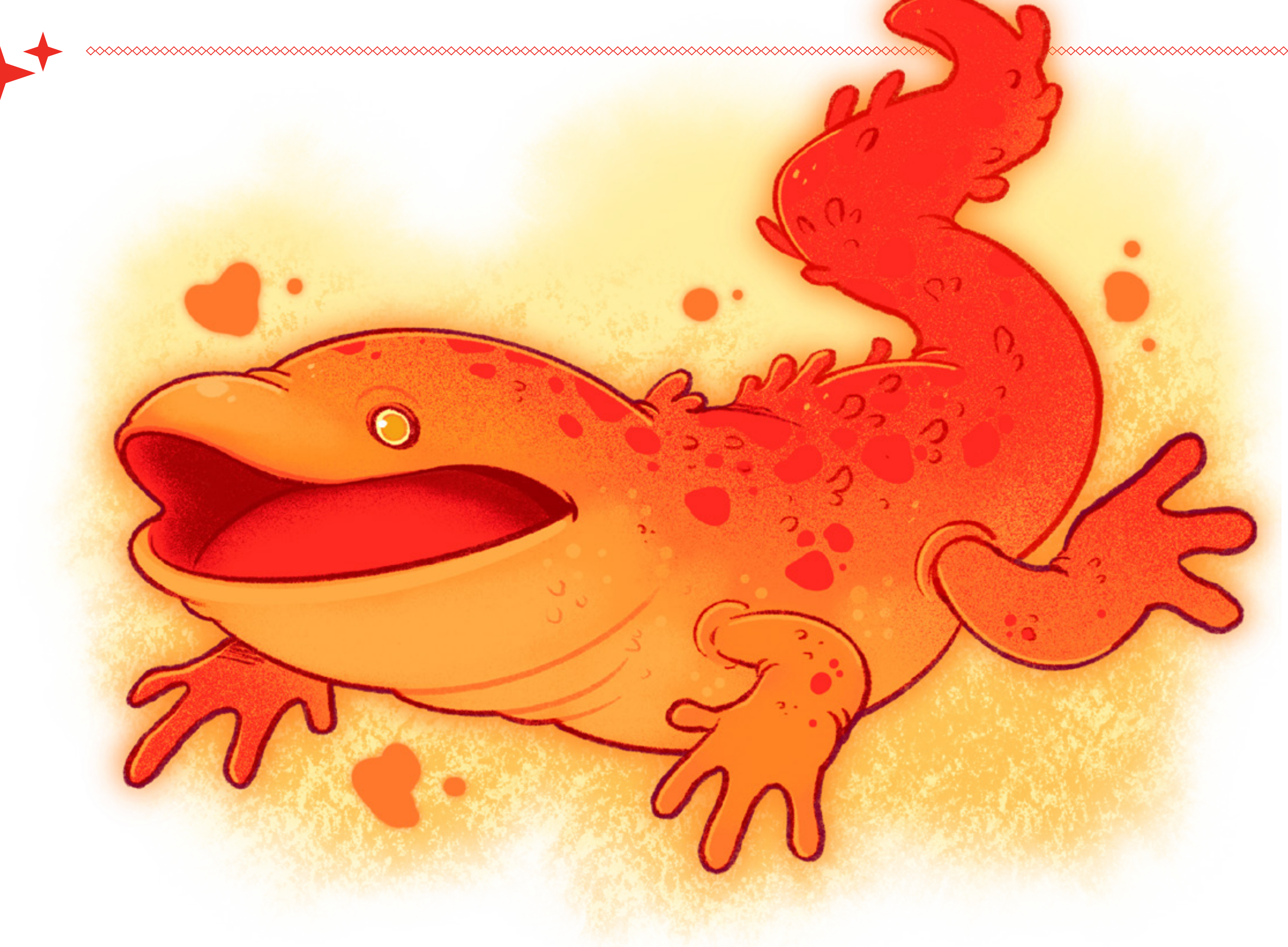
VULNERABILITIES

King delvers rely on sound and vibrations to track and hunt; in total silence, they are effectively rendered **blind**.

COMBAT

King delvers rumble through the earth at full speed and steamroll smaller prey, then snatch them up in their huge, grotesque mouths. Their beaks are like powerful drills and battering rams. Against vehicles and *Huge* opponents, they use their huge, wooly forms to constrict.





LAVAGOG

Level	**Classes**	**Wrangle**	**Attack**	**Defense**
1-6	**B**	2	+0	+1
Large, Group		**Block**	**Dread**	**Actions**
		2	1d6	1

Bright as burning coals, these large, stout salamanders wallow in molten lava in volcanic springs throughout the Shimmering Shar and Abyss. Their huge, wide-set eyes often peek out from below the lava's surface like gators as the lavagogs scan the horizon for food. Though carnivorous, lavagogs are relatively docile and eat sparingly, going as long as months between feedings.

Names: Magmak, Boiling Bill, Firefoot, Burning Betty

ABILITIES

Burning Skin

Immune to fire and heat. Melee attackers suffer 1 Dread against lavagogs.

Lava Squirt

May make a Lava Squirt Attack at a Close or Nearby target. On a 6+, the target is **BURNING**. On a Critical Hit, the lava splashes and anyone Close to the target suffers Dread.

VULNERABILITIES

Rapid cooling from cold water causes great harm to lavagogs; and if they are drawn out even a few hundred feet from their superheated habitats, they are **SLOWED**, and attackers gain Advantage on Dread.

COMBAT

Though relatively passive for most of their lives, lavagogs can be fiercely territorial. To defend their lava lakes, they gather big mouthfuls of lava and spit them in powerful arcs. Lavagogs know full well that their preferred bathing spots are deadly to the average creature.

LEADRALPHER 🐾

Level 3-8	Classes B	Wrangle	Attack	Defense
		1	+2	-1
Large, Group		Block	Dread	Actions
		3	1d8	2

Heavy, leaden beasts with iron-hard skin, leadralphers are bulky bipeds with large, gaping mouths and short, powerful trunks that weigh upwards of twenty tons.They only eat hydrothermal mineral ore, which is processed in their hot guts, creating big lumps of lead. Leadralphers regurgitate these lumps as a defense mechanism, hence their name (coined by moledwerps), launching them out of their trunks as forcefully as cannonballs.

Names: Gutpuncher, Leadtummy, Bombard, Broadside

ABILITIES

Lead Cannon

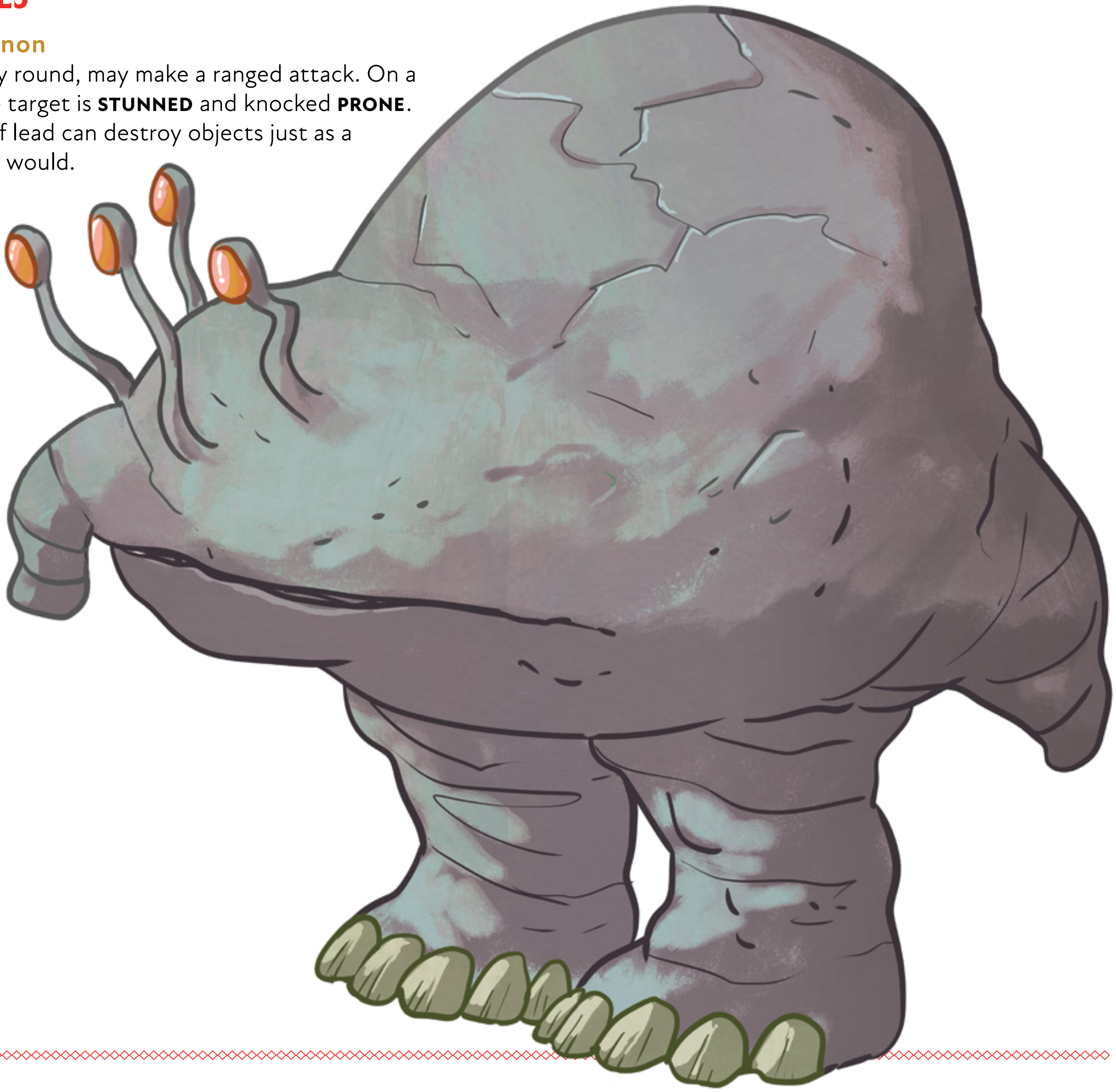
Once every round, may make a ranged attack. On a 9+ Hit, the target is **STUNNED** and knocked **PRONE**. The balls of lead can destroy objects just as a cannonball would.

VULNERABILITIES

The only soft spot of a leadralpher is the interior of its mouth; if that is struck, attackers gain Advantage on Dread. Ironically, if a leadralpher shuts its mouth right before regurgitating a lead lump, it can cause them extreme indigestion and hacking. Local moledwerps have learned that strong-smelling chemicals can provoke the beasts to shut their mouths tightly.

COMBAT

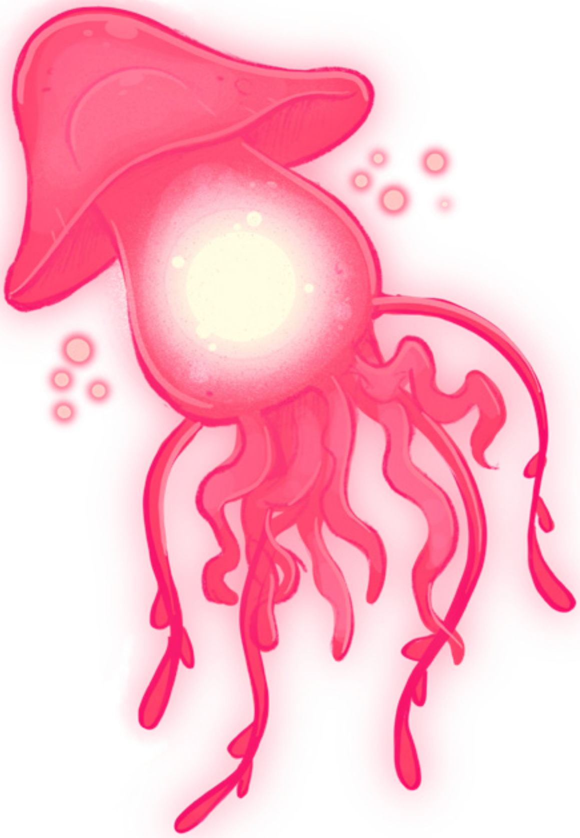
Leadralphers are protective of their feeding grounds because of their very specific diet. While they aren't meat eaters, they will launch their leaden lumps to deter and even kill anyone that comes near. They are surprisingly agile, like mountain goats. When not shooting lead, they use their huge, heavy bodies to slam into opponents.



LIVING LANTERNS

Small, Flying	Attack	Dread
	+0	1d6

Living lanterns are wispy, ethereal, fungal flyers that resemble jellyfish and float in the thin air of the subterranean world. Their bioluminescence glows with a range of colors that are said to foretell the fortunes of those that witness them. Long have they been considered signs of good fortune by lorgads and moledwerps. Strangely, goblins and dweorgs consider them bad luck and will often try to swat them away like flies.



ABILITIES

Lantern Colors

Living lanterns can be friendly or hostile. Choose or roll 1d6 to determine the fortunes they bestow.

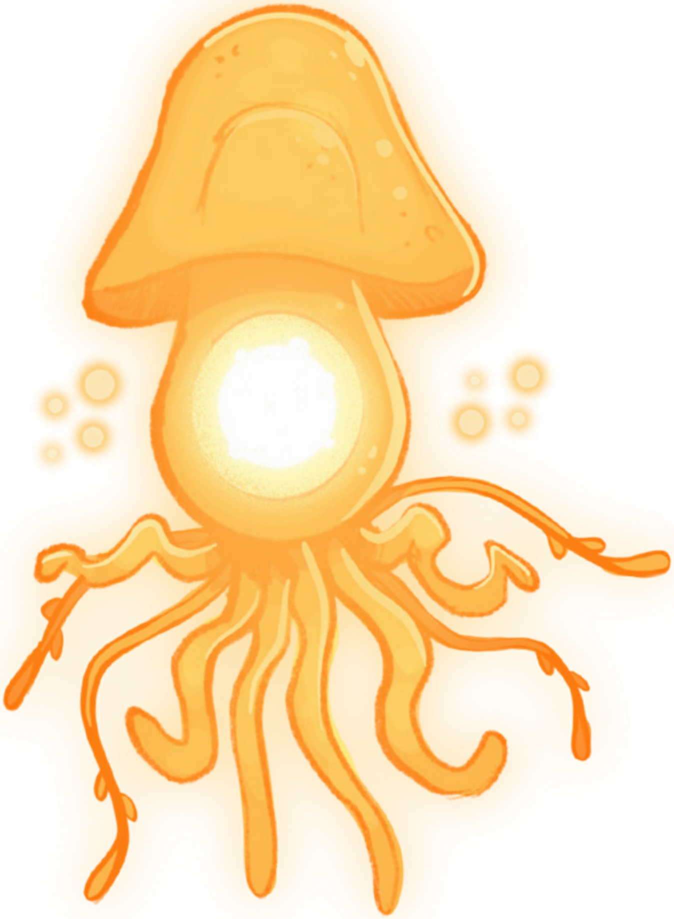
1	Red: Targets suffer -1 Mettle for the session
2	Purple: Targets suffer -1 Perception and Search for the session
3	Black: Targets suffer -1 Vitality for the session
4	Green: Targets gain +1 Wilderness for the session
5	Blue: Targets gain +1 Temporary Courage
6	Yellow: Targets gain +1 Realms for the session

Disorienting Lights

Hostile living lanterns shine extremely brightly. On a 9+ Hit, the target is **BLINDED**.

VULNERABILITIES

Living lanterns falter and fade when they encounter **GLOOM** or any other field of corrupted shadow or magic.



LORGAD

Level	Classes	Parley	Attack	Defense
1-10	B, C	1	+2	-2
Large, Any Number		**Block**	**Dread**	**Actions**
		3	1d10	2

Hulking, four-armed humanoids, lorgads are a nomadic people who inhabit the deepest parts of the Underlands. They are recognizable by their tremendous size, with the largest of them reaching heights of nearly fifty apples tall. Their skin is thick and pale, stretched over sinewy, broad shoulders, and they have jutting jawbones and wide-set, beady eyes. Lorgads are legendary armorers, known for their Magnificent armor made from solid slabs of the densest stone—in some cases solid garganite and even starfell ore—which they wear to hunt the megafauna of the Abyss. Goblin nobles in New Delve City often collect their beautiful, intricate stone helmets.

Names: Loga, Junwa, Oroo, Tograd

ABILITIES

Precise Strike

A lorgad can use an Action to gain Advantage on their next Attack.

Quad Wielder

Lorgads roll Dread with Advantage. Once every Combat, may Block 1d8 Dread with a shield.

SOCIAL

Lorgads are nomadic and have many customs unknown to most denizens of the Underlands. They are, for the most part, organized in family clans led by elders. Curiously, they often settle disputes by interpreting the footprint of a **SKASHIC TITAN**: the angle, the size of the toes, the rock patterns within the earth, etc., all factor into the reading. Lorgads are considered masters of the Abyss, more versed with its history and secrets than any other folk. As a highly honorable and traditional people, they are easily offended in conversation, but they have great respect for loremasters, hunters, warriors, and smiths. Successful interactions with lorgads can lead to learning meaningful details about the Abyss's locations, rumors, creatures, critters, rumors, or conflicts.

COMBAT

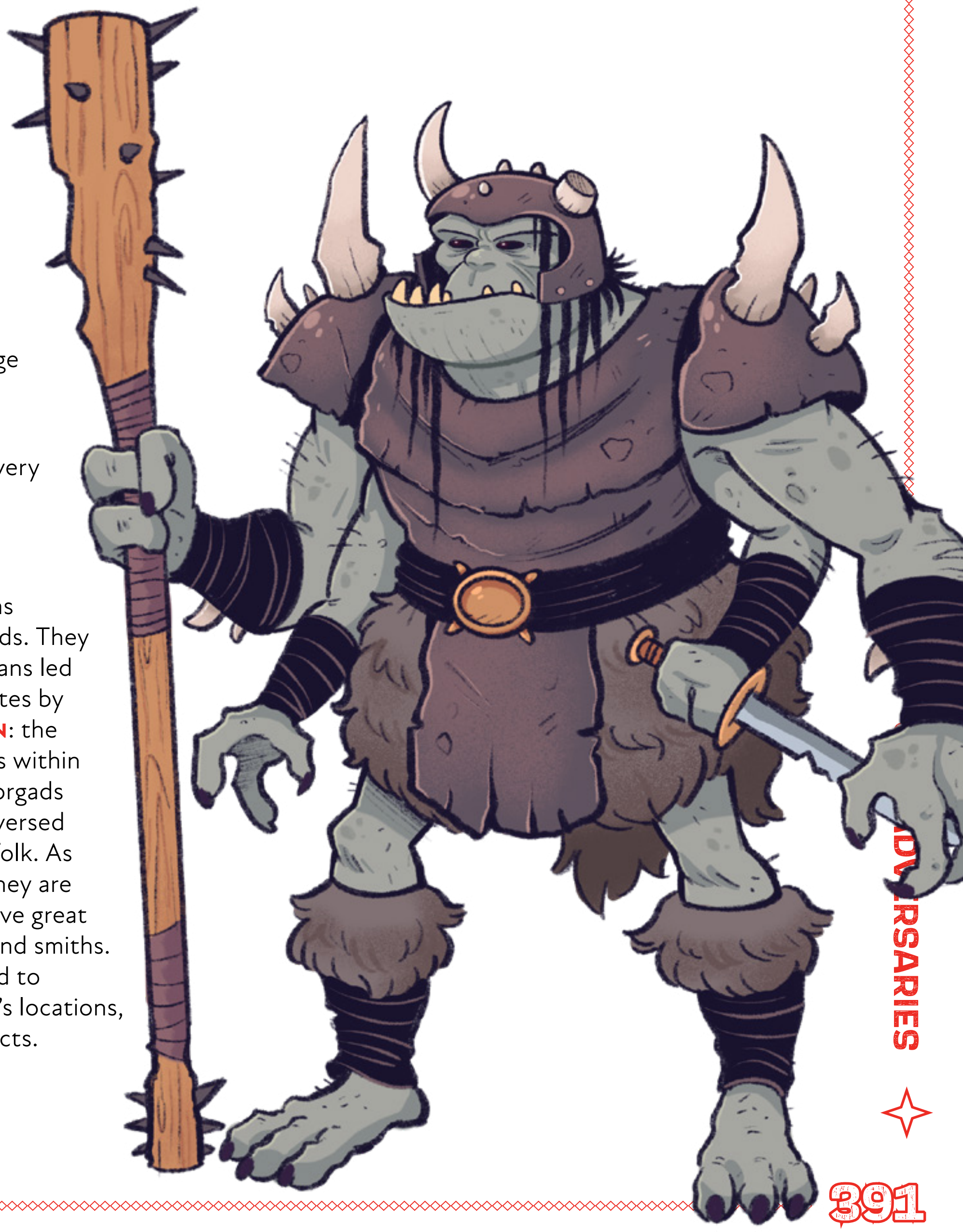
Lorgads are fearsome warriors and hunters, willing to sacrifice their safety to get into close quarters with an opponent. They are intelligent and target the most threatening foes first. Groups of lorgads are methodical in bringing down their enemies, never pulling punches.

DEFEAT

Lorgads expect to be killed in battle, and many of them frown upon mercy. If shown mercy, a lorgad might feel either greatly insulted or indebted, depending on their personality and the circumstances.

VICTORY

Lorgads fight to the finish for the sake of their clan's honor. However, if a defeated foe presents an honorable reason for the lorgad to stand down, some have been known to listen.



MAGMAR

Level	Classes	Parley	Attack	Defense
3-10	G,B,C	1 (D)	+1	-2
Any Size, Any Number		**Block**	**Dread**	**Actions**
		0	1d10	2

Beings of living magma that meld with and commune in the bubbling boiling rock of Eem's core, magmar are known to swim through the currents of active lava systems, rising from the molten heat only to search for prey or defend their territories. They can form their viscous bodies into varying shapes, and while they rarely leave bodies of magma and lava, they can band together to form rivers of magmar that move through the landscape. Though often found in the same locations as volcanoids, the two creatures are not kin and are often at odds.

Names: Maglar, Var, Moltang, Grom

ABILITIES

Hot Viscosity

Immune to fire and heat. Suffer half Dread from ranged weapons. Melee attackers suffer 2 Dread against magmar.

Maw of Magma

On a 9–11 Hit, the target is **BURNING**, and on a Critical Hit, the target is also **ENGULFED**.

Boiling Point

Upon defeat, the magmar explodes in a blast that inflicts Dread to all Close targets.

VULNERABILITIES

Magmar suffer double Dread from cold effects.

SOCIAL

Magmar are one with the magma and very protective of their volcanic homes. They rarely engage with folk unless hungry for organic material. Their voices are like bubbling lava, and when they get angry, their shouts are booming eruptions. Magmar have fiery tempers—they very much dislike compromise and would rather lash out than play nice.

COMBAT

Magmar reach out with tendrils of magma and open their wide maws to consume their foes. They prefer to remain in the comfort of their lava homes, but will venture out a short distance. Groups and hordes of magmar are dangerous because they coordinate to make rivers of lava to surround foes.

DEFEAT

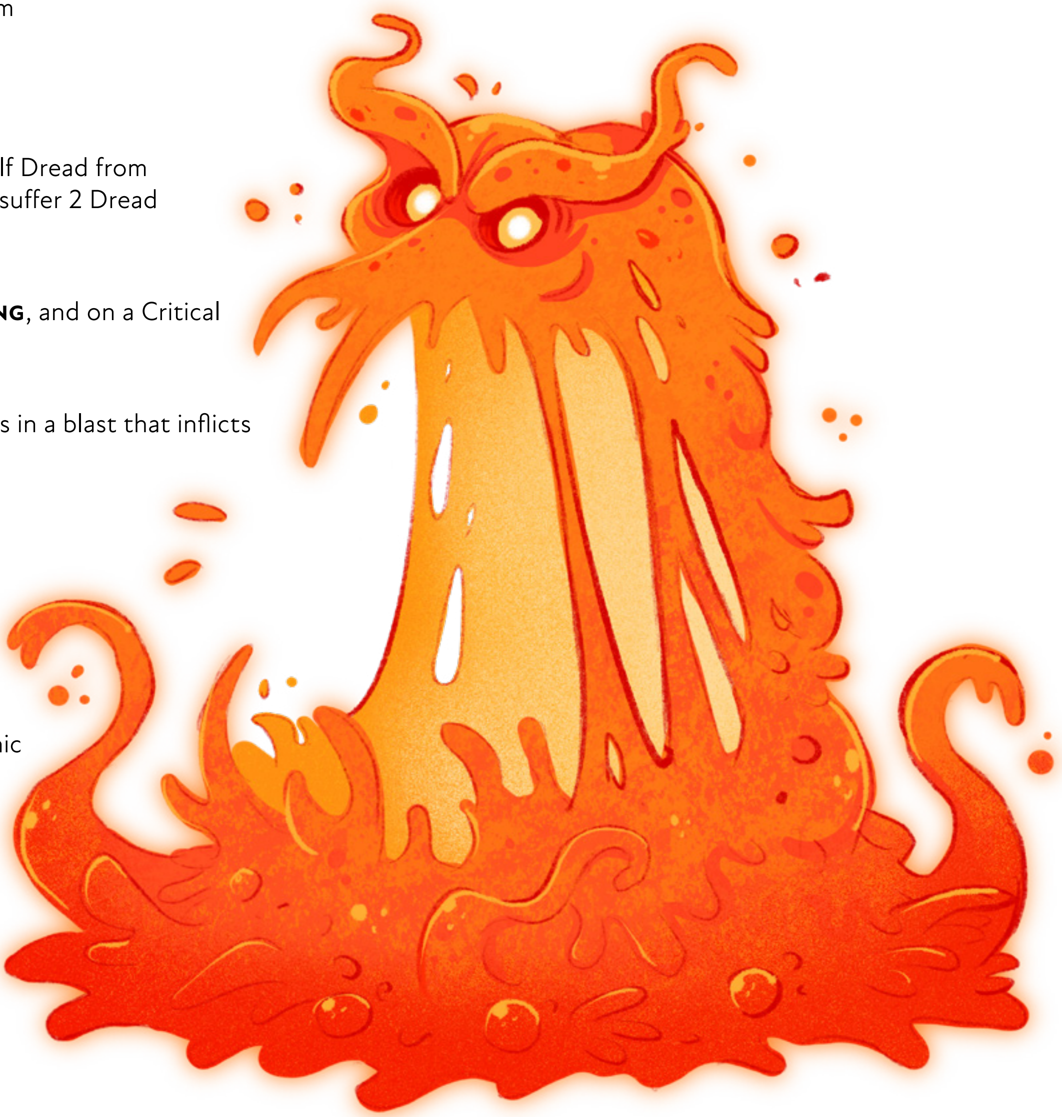
Magmars grow hotter and hotter until they reach a boiling point and erupt.

VICTORY

Magmar generally only fight to defend their land or feed on organic material, so a defeated PC would be lucky to escape with their life.

CRAFTING

[burning] Weapon Trait (Crafting 🔨)
Components: Magmar Essence. : Effect: On a Critical Hit, the weapon inflicts **BURNING**.



MOPPET SPIDER

Level	Classes	Wrangle	Attack	Defense
1-5	G, B	2	+0	-1
Small/Medium, Any Number, Fast		**Block**	**Dread**	**Actions**
		0	1d4	1

Mopper spiders are fuzzy, animated arachnids with clumsy legs and large googly eyes. Unlike other spiders, moppets live in big colonies for their entire lives and work together to catch prey. Having sociable and loyal demeanors, they're often befriended or employed as mounts, pack animals, and pets. Their special gossamer is collected and woven into products that are very strong and light.

Names: Skitter, Scrambles, Stickytoes, Webster

ABILITIES

Moppet Web Trap

Moppet spiders are often found in groups, near their big, wide webs. If a target rolls a Complete Failure on any Check or Attack, they become **ENTANGLEDD** in the web.

Gossamer Bolt

On a 9+ Hit, the target is **SLOWED**.

VULNERABILITIES

Moppet spiders are relatively docile creatures that feed on Tiny and Small critters and creepers. They tend to be overly trusting, making them easy to Wrangle.

COMBAT

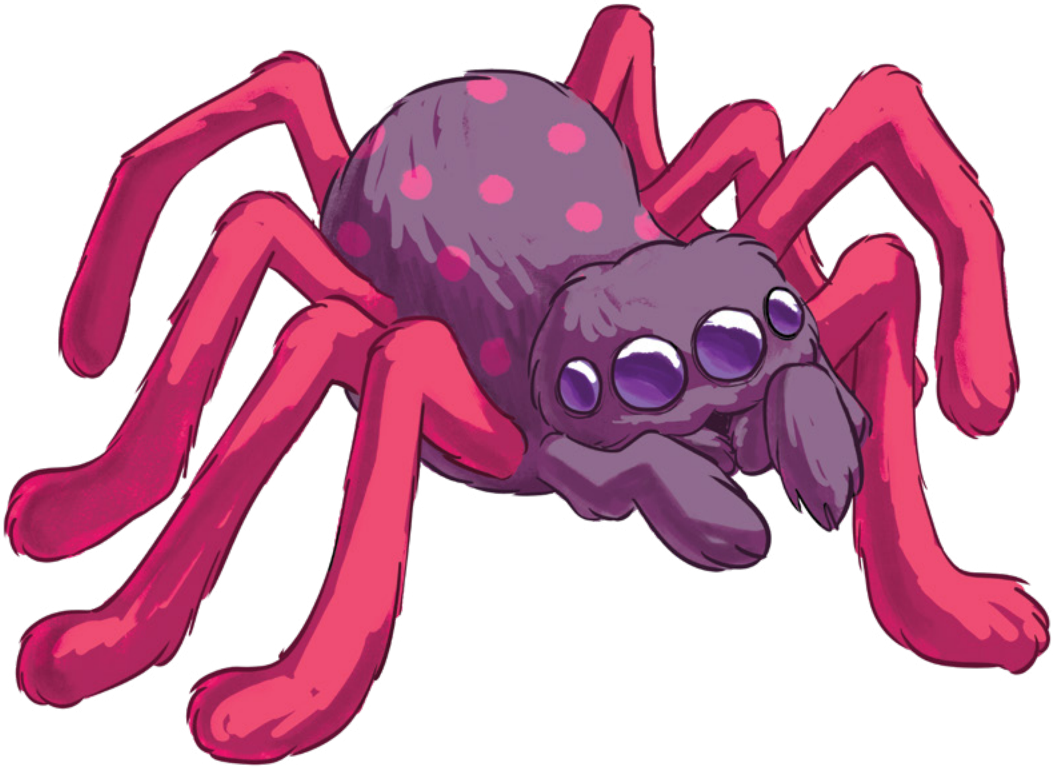
Moppet spiders use their gossamer bolts to hinder the movement of their foes and work together to drive their enemies toward their large web traps to get **ENTANGLED**. In a fight, an individual moppet spider will rarely attack a foe alone, preferring to stay with at least a partner.

CRAFTING

[Webweave] Armor and Clothing Trait (Crafting 🔨) Components: Moppet Gossamer + any crafted armor or clothing recipe. Effect: The item's Inventory Slots are reduced by 1, even down to 0.

MOUNTS

Knights-Errant with The Underlands as their Homeland can choose a moppet spider mount with 2 Speed and can climb vertical walls with a rider.



MORGLOG

Level	Classes	Wrangle	Attack	Defense
2-8	B,C	1	+2	+1
Large, Any Number		**Block**	**Dread**	**Actions**
		2	1d10	2

Feared by Underlanders, morglogs are two-headed bestial folk that live in caves and collect bones that they use to erect sprawling edifices and strange effigies of mysterious purpose. Even though morglogs are two-headed, each head only has one eye situated on the outer side of their faces, and their heads often speak in unison. Scholars debate whether their two heads are a result of a **SARPATHI** curse, toxic mutation, or some wizard spell gone wrong. Either way, despite their two heads, morglogs are known to be single-minded in their pursuit of acquiring the bones of poor unfortunates.

Names : Gorgadan, Thragkar, Yoorog, Krakmug

ABILITIES

Bone Chuck

May make a ranged Bone Chuck attack. On a Critical Hit, the target is **STUNNED**.

Grab and Gnash

Uses 2 Actions. On a 9+ melee Hit, the target is **ENTANGLED** and **BLEEDING**. On subsequent rounds, the morglog can make regular attacks against the **ENTANGLED** target.

SOCIAL

Morglogs are highly superstitious creatures that impulsively collect bones, and they will go to great lengths to acquire rare bone specimens. They create weird bone effigies to ward off malign spirits because they believe the spirits of the dead want revenge against them. While a morglog's two heads are not exactly independent from each other, they can get into disagreements when confronted with a confusing situation, akin to how someone might argue with themselves in their own mind. Multiple morglogs are known to get into petty arguments with each other, and they often come to blows to settle disputes.

COMBAT

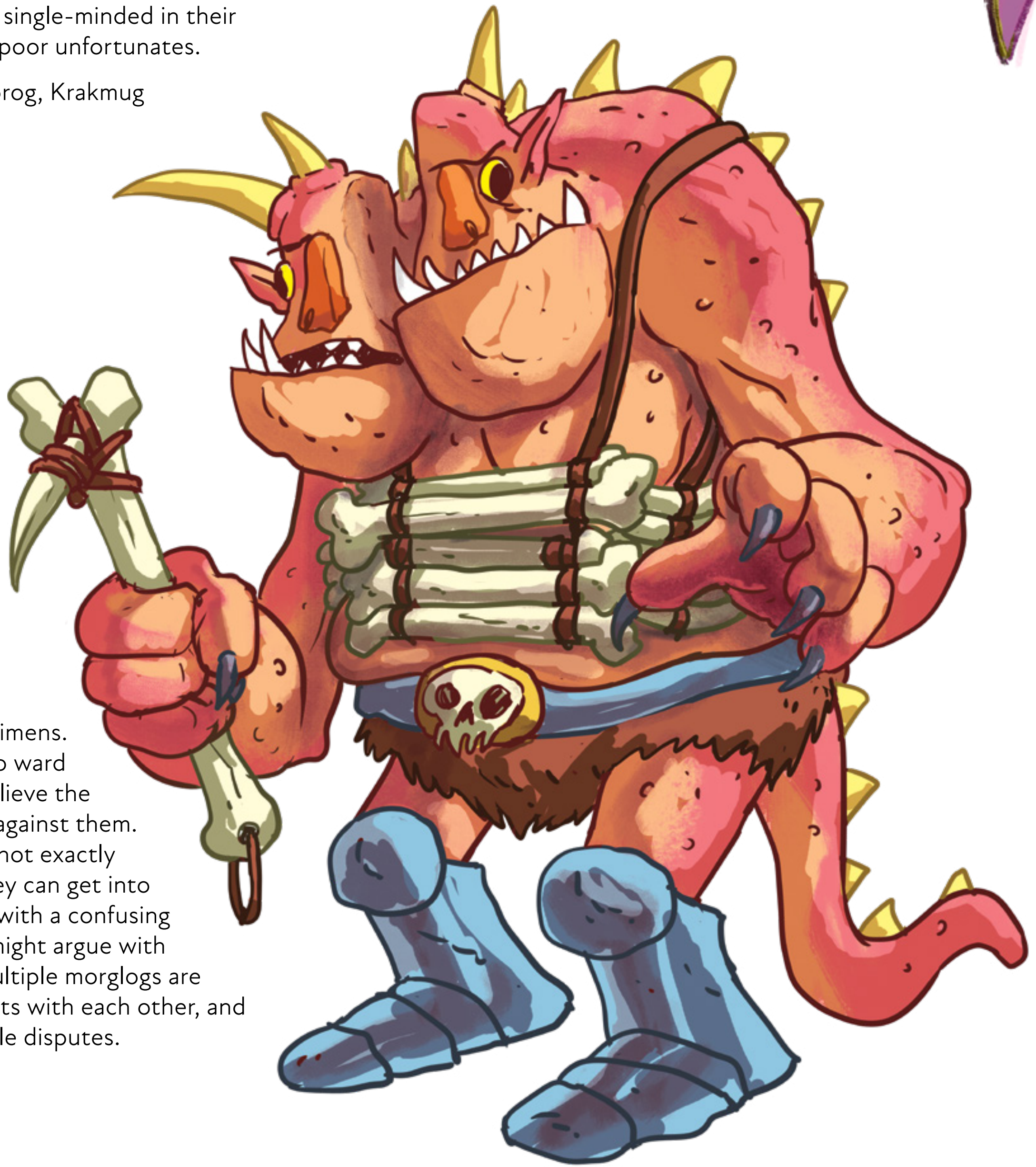
Morglogs are slow and clumsy but formidable fighters. They wear bone armor and are usually armed with crude bone weapons and sacks of heavy bones that they hurl at opponents until they are close enough to snatch them and bite with both heads. They target enemies who look like they have the biggest, sturdiest bones.

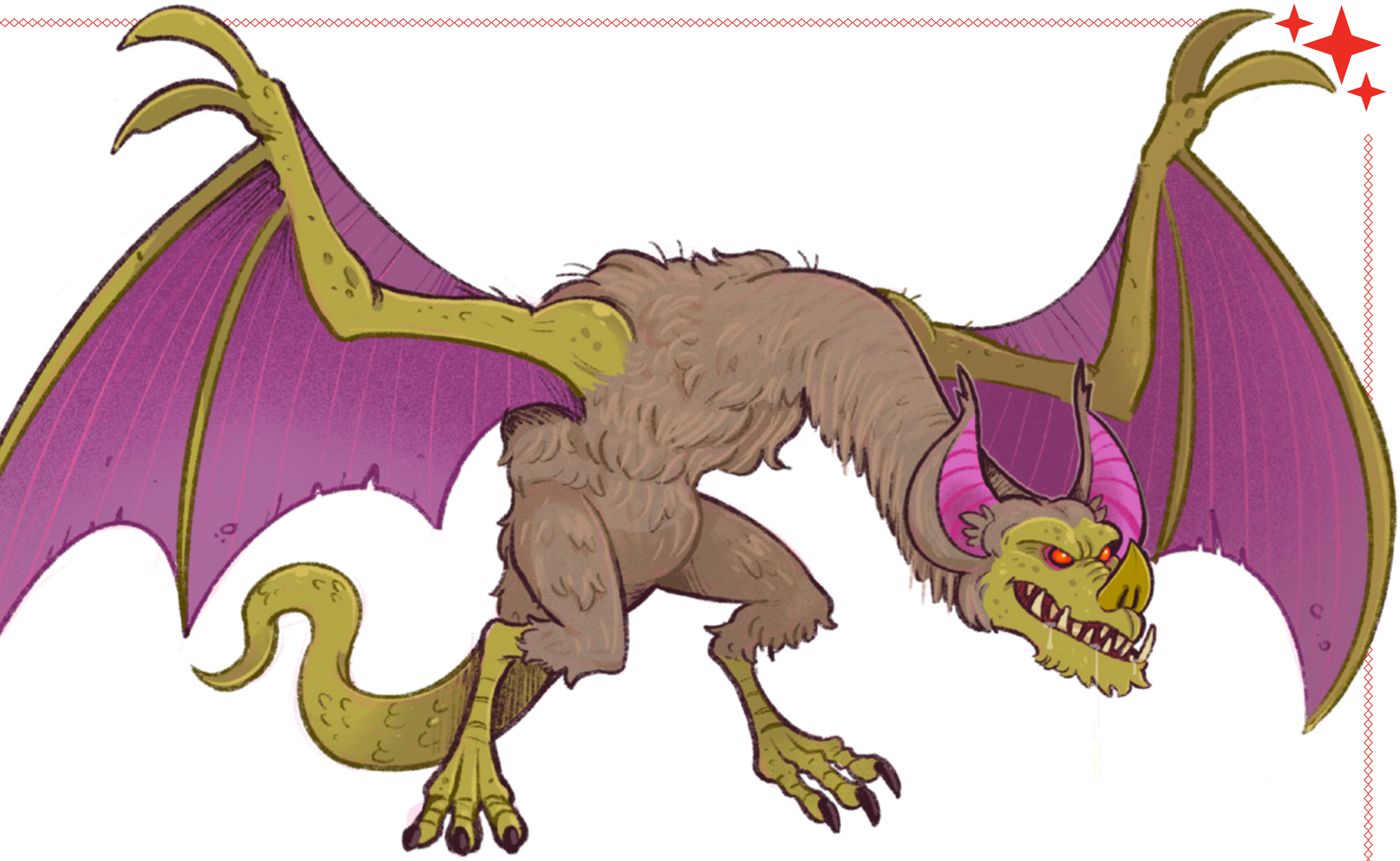
DEFEAT

Morglogs blubber and flee for their lives when faced with defeat, mostly because it happens so infrequently. They are not accustomed to bravery or strong shows of force, as most folk flee from them based solely on their grim reputation.

VICTORY

Morglogs collect prisoners to take back to their hovels to prepare them for a good old-fashioned deboning.





NETHER BHARG 🐾

Level	Classes	Wrangle	Attack	Defense
3-8	B,C	1	+2	-1
Huge, Solo/Group, Flying		**Block**	**Dread**	**Actions**
		1	1d10	2

Enormous screeching bat-drakes with long necks, nether bhargs live in deep, lightless caves throughout the Land of Eem. Their dark scales gleam beneath rugged fur as they glide through the labyrinth of caverns and tunnels that make up the Underlands. Despite their size and ferocity, brave and bold adventurers have been known to tame nether bhargs as flying mounts. But this is no small feat.

Names: Skitter, Scrambles, Stickytoes, Webster

ABILITIES

Nether Shriek

Once every 3 rounds, may shriek horribly. Anyone in Close or Nearby range must make a Vitality Check. On a 5-, they are **DEAFENED** and suffer Dread. There is also a 2-in-6 chance that the shriek attracts another nether bharg.

Swoop Attack

Once every 2 rounds, may charge in the air and attack a Close, Nearby, or Faraway target before flying back to Faraway range. Only ranged weapons can Counterattack a Swoop Attack.

Talon Rend

On a Critical Hit, the target suffers **BLEEDING** and Mundane armor or cloth is destroyed.

VULNERABILITIES

Nether bhargs hate fire and will even retreat from torches waved in their faces. However, this isn't a foolproof solution. Fire also enrages them, especially if they are burned.

COMBAT

Nether bhargs are famously ornery and will likely attack any approaching creatures. Their notorious shriek is not only powerful, but it also attracts other nether bhargs to help. Although quarters can be tight in the Underlands, nether bhargs tend to nest where there is more open space, allowing them to make Swoop Attacks

THE NEVERWAS

Level	Classes	Parley	Attack	Defense
10	C	1	+3	-2

	Block	Dread	Actions
Solo, Any Size, Fast, Flying, Minions, Dwimmercrafty	0	1d12	4

After the destruction of the *Wishing Stone*, a mysterious entity that calls itself the Neverwas was born. This anthropomorphic shadow-being was made manifest by the corrupted magic of the stone and all the unfulfilled wishes in the world that never came true. Together with its army of shadowy **NEVERWERE** minions, the Neverwas is bent on fulfilling wishes of power and ambition, of greed and revenge and destruction, to make up for the world's lost desires and lost time.

ABILITIES

Shadow Form

Mundane and Magnificent weapons inflict half Dread against the Neverwas. The Neverwas can travel at will to wherever there are neverweres, making it extremely difficult to defeat. In fact, whenever the Neverwas suffers Dread, it may flee to the furthest reaches of the Underlands, as long as there are neverweres at that location.

Shadow Tendrils

Once every round, on a 9+ Hit, the target is **ENTANGLED**.

Dark Reflection

May take an anthropomorphic form representing someone's wish, which can be either conceptual like "power" or as concrete as the likeness of a real person. Once every round, may change form based on a target's hidden wishes and desires. The target makes a Mettle Check. On a 5-, the Neverwas becomes a shadowy manifestation of the target's Personal Quest, Ally, or Rival, and the target suffers Disadvantage on everything against the Neverwas.

Ensorcelling Wish

If the Neverwas successfully uses Dark Reflection on a target, they are **ENSORCELLED**. If the target is **ENSORCELLED** for 3 rounds, it becomes permanent until they fulfill their wish, or either they or the Neverwas are Defeated.

VULNERABILITIES

The Neverwas can never heal Dread. The GM should keep track of its Courage if the PCs have repeated encounters with the Neverwas.

SOCIAL

The Neverwas is the personification of corrupted magic. While it claims to only want to make wishes come true, the Neverwas is invariably attracted to evil, selfish, easily corrupted wishes. Fulfilling these wishes makes the Neverwas more powerful as its taint spreads across the realm. The creature appears to be a shadowy person, but it possesses no real personhood. The Neverwas thinks only like a cunning villain, saying all the right things to manipulate others and subvert their desires.

COMBAT

The Neverwas is inherently cowardly, preferring to control and manipulate its enemies, rather than fight. It relies on its minions, the neverweres, to defend itself, but the Neverwas is still formidable. When necessary, the dwimmercrafty creature attacks at range with powerful tendrils of shadow magic.

DEFEAT

Whenever the Neverwas is too vulnerable it flees, and almost nothing can stop it from doing so. It can instantly teleport to any location where there are neverweres, which are essentially extensions of the Neverwas. If the Neverwas is truly defeated, its dark magic finally dissipates and all the neverweres in the world are destroyed, but not before leaving a stain on the landscape itself.

VICTORY

The Neverwas wastes no time to gloat over its victories. It will simply move on to its next victim and its next wish to corrupt and subvert.

NEVERWERE

Level	**Classes**	**Wrangle**	**Attack**	**Defense**
1-10	B,C	1	+2	-1
Solo, Any Size, Fast, Flying, Minions, Dwimmercrafty		**Block**	**Dread**	**Actions**
		0	1d18	1

As unknowable as a wish that could have been, the neverweres are the dark minions of **THE NEVERWAS**. Emerging from the destruction of the infamous artifact called the *Wishing Stone*, these shadowy beings take the shape of one's deepest desires. Like a cancer, the neverweres feed on the unfilled desires and wishes that linger in the ether of the world. They take many forms: some appear as monstrous, pale-eyed shadows, others as the ghostly suggestion of an old friend. Regardless of their form, they want only one thing: for their prey to make a wish that they will endeavor to make terrible and true.

Names: Unknown

ABILITIES

Shadow Form

Mundane and Magnificent weapons inflict half Dread against neverweres.

Dark Reflection

May take an anthropomorphic form representing someone's wish, which can be either conceptual like "power" or as concrete as the likeness of a real person. Once every Conflict, may change form based on a target's hidden wishes and desires. The target makes a Mettle Check. On a 5-, the neverwere becomes a shadowy manifestation of the target's Personal Quest, Ally, or Rival, and the target suffers Disadvantage on everything against the neverwere.

SOCIAL

Neverweres follow the orders of the Neverwas, and their prime directive is to fulfill lost wishes of folk. Invariably, they are attracted to evil, selfish, easily corrupted wishes. Neverweres are not real people; they are more akin to phantasms than ghosts. Their only desires are linked to the wishes that they manifest.

COMBAT

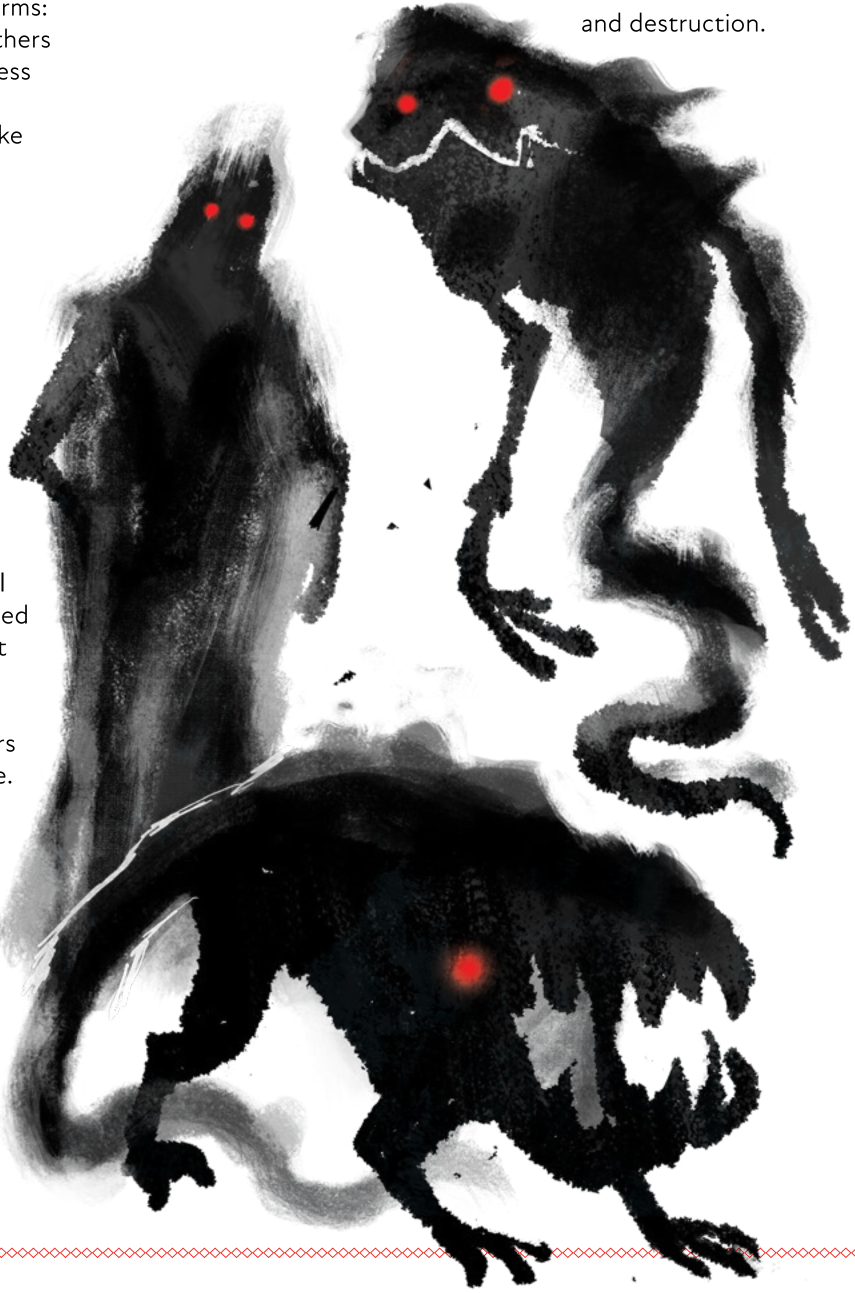
Neverweres strive to use an opponent's own desires against them, because they know that's when a person is at their most vulnerable. They swarm in groups and, though they avoid extremely bright places, can essentially move anywhere they please.

DEFEAT

If possible, neverweres will flee, holding onto a wish to preserve themselves. Upon defeat, neverweres vanish from existence as quickly as they came into being. But the harm that they caused still remains in the world. If the Neverwas is defeated, all neverweres in existence are destroyed as well.

VICTORY

Neverweres strive to make terrible wishes come true, and if they succeed, they revel in it. This often involves death and destruction.



PALE FOLK

Level	Classes	Parley	Attack	Defense
1-5	G, B, C	2 (D)	-1	-2
Small, Horde, Dwimmercrafty		Block	Dread	Actions
		0	1d4	1

Pale-skinned, puny, and eyeless, the pale folk of the Underlands have a disturbing appearance that can make Overlanders uncomfortable. With their toothy grins and a tittering cackle for a language, folk are frequently frightened by these subterranean faerie creatures, though they can, in fact, be quite friendly. They live in small burrows all over the Underlands, but love living near cities that attract lots of vermin, their primary food source.

Names: Hkak, Ha-ha, Skut, Hee

ABILITIES

Swarmers

Three or more pale folk may combine their Actions to make a single Attack (+1 Attack for each additional pale folk above 3).

Little Grabby Hands

On a Critical Hit, the pale folk grabs the target's weapon and flings it away.

SOCIAL

The language of pale folk (their name is unpronounceable in common tongues) sounds like a coven of the nastiest witches laughing, but it is music to a pale folk's ears. They will often try to approach travelers and city goers to share tales and rumors, but their strange appearance usually scares people away. They have been known to chew on dead rats as a snack and offer up bags of squirming bugs, all while they nod and grin hopefully for new friends. Much trepidation and misunderstanding ensues whenever frightened Underlanders cross paths with overeager pale folk.

COMBAT

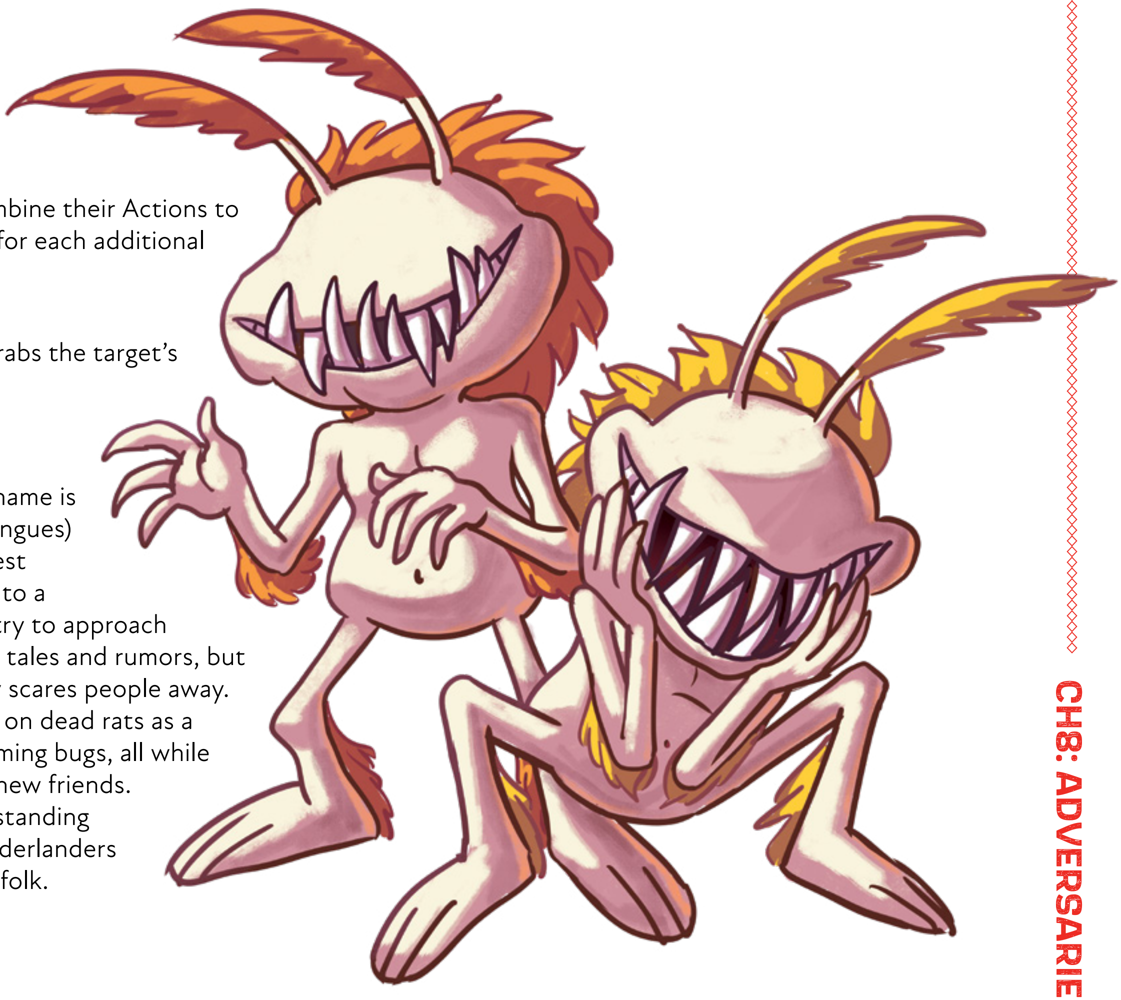
Pale folk are friendly but will fight with the tenacity of gremlins if met with hostility. They swarm their opponents and nibble at equipment, for they deem weapons, not those wielding them, to be the greatest threats to their wellbeing. A pair of palefolk might pluck a spear from an enemy's hand and then nibble the wooden haft in two.

DEFEAT

Pale folk flee to their hidden burrows in the rocks, which are often too small for anyone to pursue them into. They have been known to collapse nearby tunnels out of spite.

VICTORY

Pale folk do not gloat or celebrate victories over their enemies. Instead, they break or devour weapons and shoo their adversaries out of their territory, tittering and howling and baring their sharp teeth.



PITWHISTLER

Level	Classes	Wrangle	Attack	Defense
3-7	B	1	+1	-1
Large, Solo/Group		Block	Dread	Actions
		2	1d10	1

Large insectoid cave dwellers with dark purple carapaces, pitwhistlers have an uncanny helmet-like shell on their heads, deceptively reminiscent of a **DWEORG** face. Each of these shells is a unique mask with bushy whiskers that appears to be a dweorg in low light, though it has no eyes or articulation. Pitwhistlers are ambush predators that dwell down in pits, crevices, and chasms. They have adopted a unique call to lure prey that sounds very similar to a dweorg hollering or whistling for help.

Names: Hollerhook, Beard Back, Crooked Scowl, Liarface

ABILITIES

Pit Whistle

The sound of a dweorg in distress or celebration echoes from a cave. Perception Check to determine if it's real or a pitwhistler imitation.

Meat Hooks

On a 9+ Hit, the target is **ENTANGLED** by the pitwhister's hooked forelegs. The target suffers **ONGOING DREAD** as they are dragged to the pitwhistler's pit over the following 3 rounds.

VULNERABILITIES

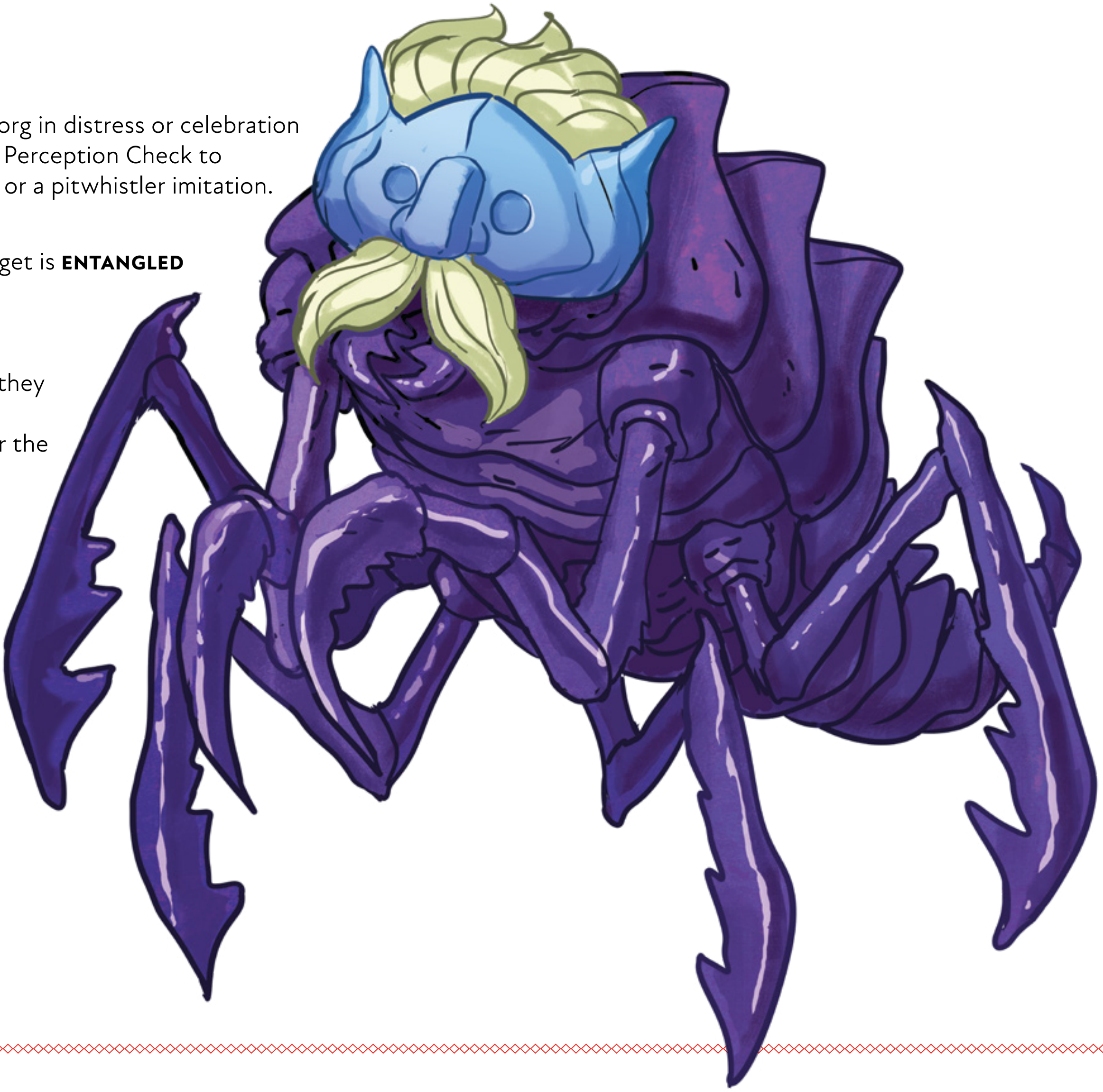
Pitwhistlers excrete a unique ichor from their carapace which solidifies like resin when it comes into contact with cold water, causing them great discomfort. When hardened, all Dread rolls against them gain Advantage.

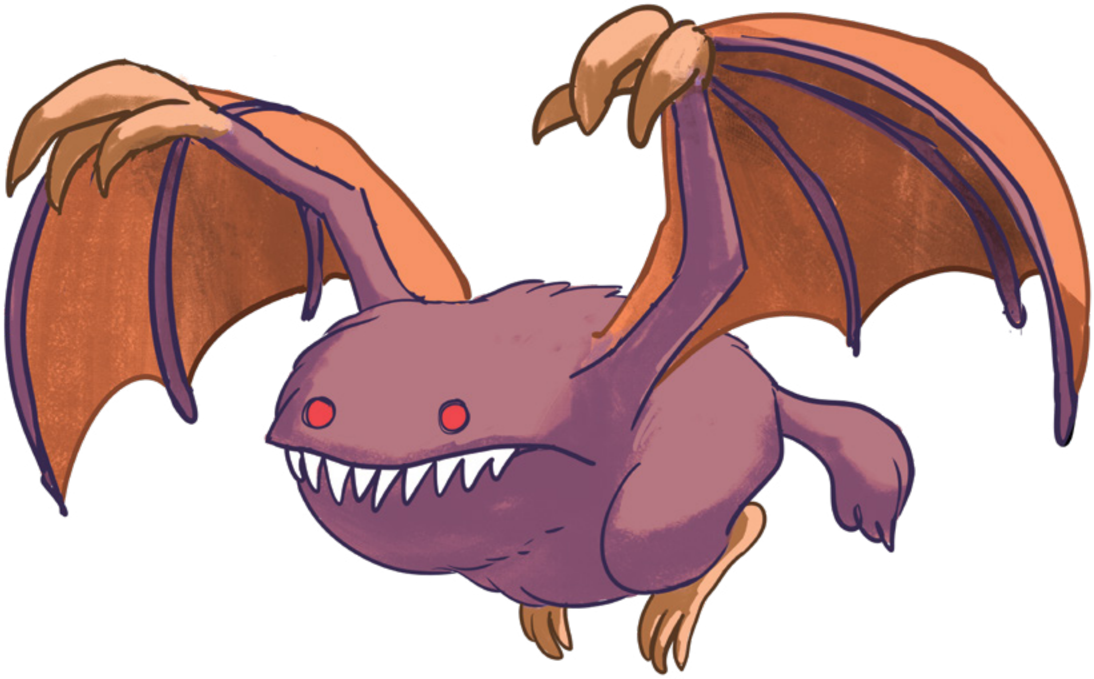
COMBAT

Pitwhistlers lure their prey into precarious surroundings that have Location Aspects like slippery, unsteady, collapsing, or narrow—possibly requiring Nimbleness or Athletics Checks to move around safely. Their goal is to grab prey with their big, hooked forelegs and pull the target down into their pits.

CRAFTING

Pit Putty (🧪 Alchemy)
Component: Pitwhistler Ichor. Effect: With a Tinker Check, this gooey substance can be molded like clay into an item that instantly solidifies when touched by cold water. Each Component makes enough putty for a 2-Slot item.





REEGALDEEK 🐾

Level	Classes	Wrangle	Attack	Defense
1-5	G,B	1	+0	-1
Small, Group/Horde, Flying		Block	Dread	Actions
		0	1d6	1

Not to be confused with bats, these rotund, leathery-winged mole critters are known for their broad smiles and intricate tunnel matrices. Underlanders often refer to reegaldeeks as the maze-makers because, by digging with their razor sharp teeth and clawed wings, reegaldeeks build sprawling subterranean nests that house hundreds of their kind, all bunched together for warmth and security. Many a traveler has gotten turned around within these labyrinthine nests, never to be seen again.

Names: Snarky, Digwing, Smiley Gene, Jagtooth

ABILITIES

Sawteeth

Reegaldeeks can chew through wood, rock, and even metal. On a Critical Hit, the target is **BLEEDING**.

Maze-Makers

Reegaldeek nests are Random Mazes; inside, the critters have +1 Attack. If a PC rolls a Critical Miss or Complete Failure during a Conflict with reegaldeeks, the result is that the party stumbles into the maze.

VULNERABILITIES

Reegaldeeks are functionally blind and primarily rely on taste receptors to navigate the world. Sour or sweet tasting substances overwhelm their senses, rendering them unable to fly and limiting their ability to target foes.

COMBAT

Though not overly aggressive, reegaldeeks are known to attack folk. Their favorite tactic is to corral prey into their mazes to get lost and trapped.

SHARWHALE 🐾

Level	Classes	Wrangle	Attack	Defense
3–8	B, C	1	+2	-1
Large, Solo/Group, Fast		Block	Dread	Actions
		2	1d8	1

The sharwhale is a rarely seen tunneler that tears through the Underlands with reckless abandon. Armed with a pair of crystal horns on its nose, the sharwhale rumbles along like a charging bull, bucking its head up and down to bore its way through the earth. As a result its tunnels tend to be very unstable and collapse soon after the critter travels through.

Names: Drillhorn, Bertha, Stonecracker, Diamondhead

ABILITIES

Bucking Charge

May charge and attack a Nearby or Faraway target and all those Close to that target.

Horn Gore

On a Critical Hit, the target is **BLEEDING**.

VULNERABILITIES

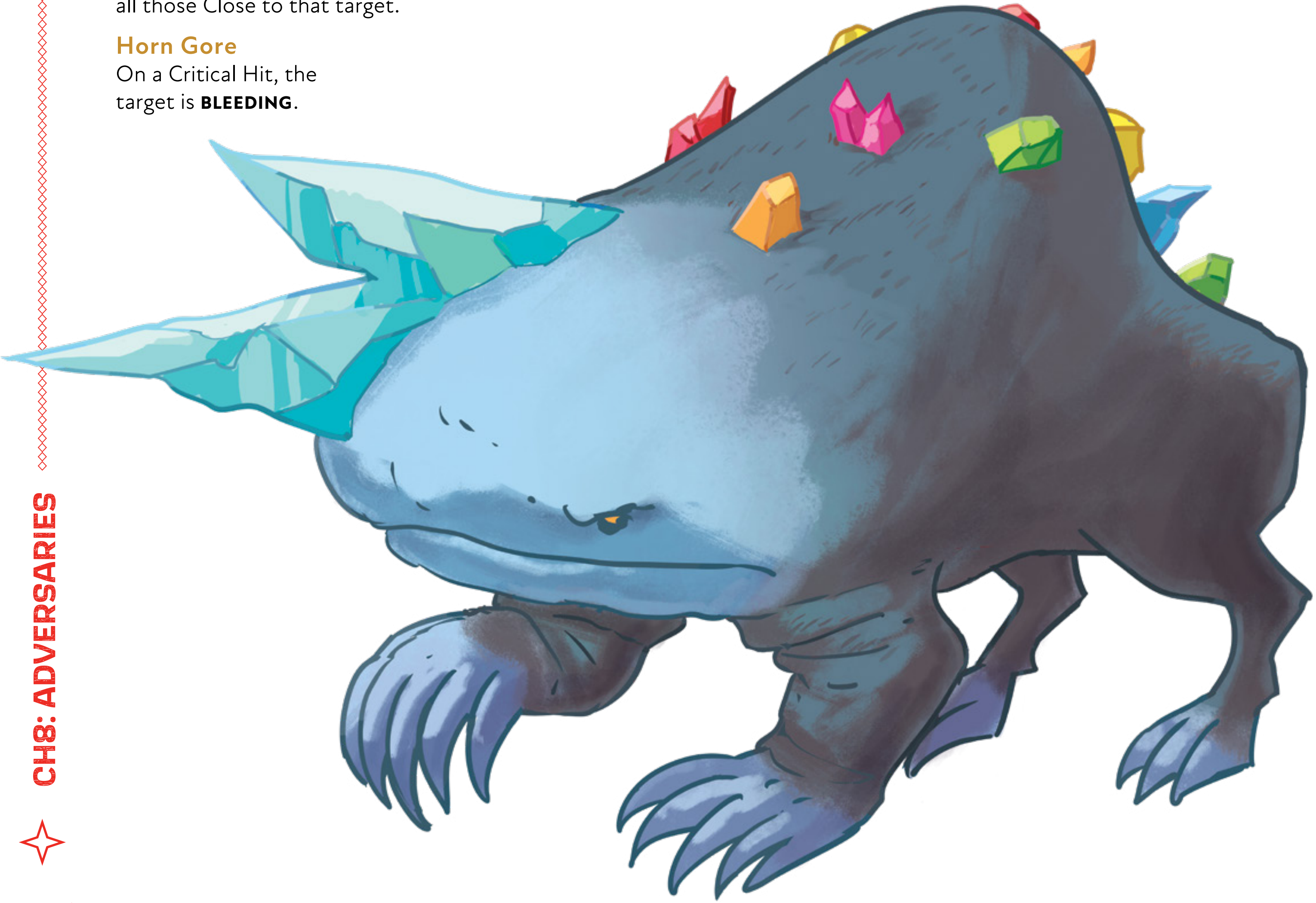
Sharwhales are as unstoppable as a sputter-train. There have been instances where their paths were diverted and the beasts bore through solid volcanic rock directly into a lake of lava, only to be vaporized. This behavior is referenced in the dweorg expression, “Sure as a sharwhale,” meaning a person who never loses their focus, as well as the more critical, “Straight as a sharwhale, dead as diamond.”

COMBAT

Sharwhales rarely stop their locomotive migrations through Eem’s deeps. They move perpetually, as relentless as a river, and can easily run through walls. However, in cases when their route is blocked or they are forced to cease their charge, they buck wildly and try to gore assailants with their crystal horns.

CRAFTING

Sharwhale Pickaxe (Crafting ⛏)
Components: Sharwhale Horn + 4 Materials. Effect: Doubles the effectiveness of digging.



SKASH

Level	Classes	Parley	Attack	Defense
1-10	G, B, C	1	+0	+0
Folk, Any Number		**Block**	**Dread**	**Actions**
		0	1d6	1

Largely unknown to other Underlands denizens except for goblins, skash dwell in secluded strongholds deep in the Abyss. They are peaceful but will fiercely protect their homes, a trait that led to hostile encounters with the goblins who delved and plundered without thought in the early days of the Dungeon Era. Sturdy survivors, the reclusive skash are known to have a masterful understanding of Eem's seismic lifecycle and the punishing volcanic wilderness of their domain.

Names : Skael, Nef, Eya, Octari

SOCIAL

Skash are shy, careful communicators, even with each other. They prefer to understand a situation and person entirely before committing their trust. When it comes to outsiders, skash are uneasy and wait for strangers to prove their quality with deeds instead of words, no matter how eloquent they might be.

COMBAT

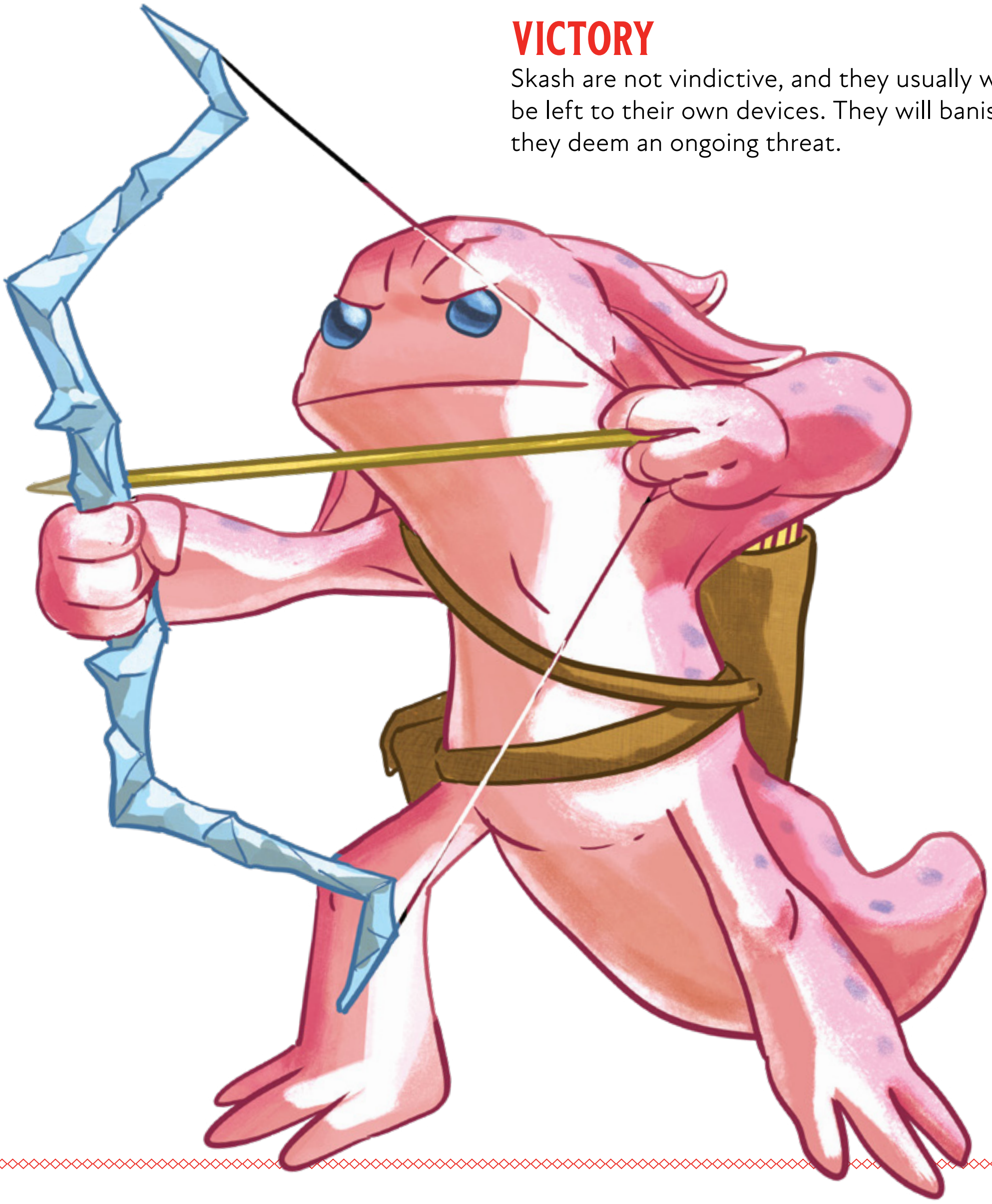
Skash prefer to fight their battles from hidden perches at a distance using bows and slings. In melee, they favor tridents and scimitars. When overpowered, they strategically retreat to their hidden fortifications and fire upon pursuers from the ramparts.

DEFEAT

Unless they are fighting for something dear, skash will accept defeat gracefully and work towards compromise. But, as demonstrated in their notorious feud with the goblins, skash will fight tooth and nail to defend their homes.

VICTORY

Skash are not vindictive, and they usually want only to be left to their own devices. They will banish anyone they deem an ongoing threat.



SKASHIC TITAN

Level 7-10	**Classes** C	**Parley** 1	**Attack** +3	**Defense** +3
Huge, Solo		**Block** 3	**Dread** 1d12	**Actions** 2

Enormous and ancient, the great titans of the Abyss are shrouded in myth. Congregating mainly in the Skashic Valley and ranging in appearance from massive mammalian quadrupeds to tall, reptilian bipeds, each titan is trailed by centuries-old legends. The skashic titans are amongst the largest and most storied beings in all of Eem. Their origins are clouded by hundreds of folk mythologies, with tales ranging from those of primordial creation to mighty spells woven by the Starfolk. Regardless of where they came from, the people of Eem mostly believe them to be mythical at best and can scarcely comprehend that, deep in the center of the world, these great creatures stride as real as rocks beneath their giant feet.

Names : Eon, Orgax the Wise, Thundergait, Worldchurner

ABILITIES

Skash are shy, careful communicators, even with each other. They prefer to understand a situation and person entirely before committing their trust. When it comes to outsiders, skash are uneasy and wait for strangers to prove their quality with deeds instead of words, no matter how eloquent they might be.

Trembling Trample

Once every round, attack everyone in Close, Nearby, and Faraway range.

Mythical Megafauna

No two skashic titans are the same. Roll 3d12 or choose 3 from the list:

1	Mega Mouth: Can swallow an area the size of a house. Anyone in the area is **ENGULFED**.
2	Wooly Wilderness: Has shaggy wool hanging from it, so long and thick that it houses an entire ecosystem.
3	Searchlight Eyes: Enormous, bright eyeballs capable of seeing everything within Distant range. No one can Sneak around the creature.
4	Impervious Scales: Immune to attacks from *Mundane* and *Magnificent* weapons.
5	Earthquake Hooves: Footfalls so heavy they trigger earthquakes. Movement Checks suffer Disadvantage. Every round, characters must make Nimbleness Checks to avoid falling debris and fissures in the earth .
6	Torrential Burps: Pungent burps that either knock everyone **PRONE** and **STUNNED** (Vitality Check to resist) or send them flying into Distant range (Might Check to resist).
7	Putrid Gas: Foul-smelling flatulence that makes everyone within Distant range **WEAKENED** or **POISONED** (Vitality Check to resist).
8	Great Bellow: Everyone within Distant range is **DEAFENED**. Cave-ins occur all over the Hex Cluster, inflicting -3 to Travel Checks.
9	Colossal Claws: Can crush stone with a mere pinch. On a 9+ Hit, worn equipment breaks.
10	Humongous Hands: Can scoop huge mounds of earth. May pick up a target and everyone within Close or Nearby range, **ENTANGLING** them.
11	Monstrous Mucus: Dribbles snot so voluminous that it floods the surrounding area.
12	Gargantuan Gait: Strides so long that it can travel a Hex in one hour.

SOCIAL

Skashic titans are solitary creatures that wander the deepest canyons of the world. They mostly coexist with each other in peace, but conflicts among them sometimes occur. Each skashic titan is so different from the others that the **SKASH** believe they are magical beings not truly of the physical world. The thoughts and concerns of skashic titans are alien to folk; the shifts and rumblings of the earth say more to them than any words could ever convey. They are often as unaware or indifferent to small folk as humans are to insects. However, some folk who have managed to be noticed by the titans without perishing in the collateral damage find them to be thoughtful and considerate, if not mysterious and cryptic. Among the Underlands folk, the skash revere them, while **LORGADS** are known to hunt these majestic creatures.

COMBAT

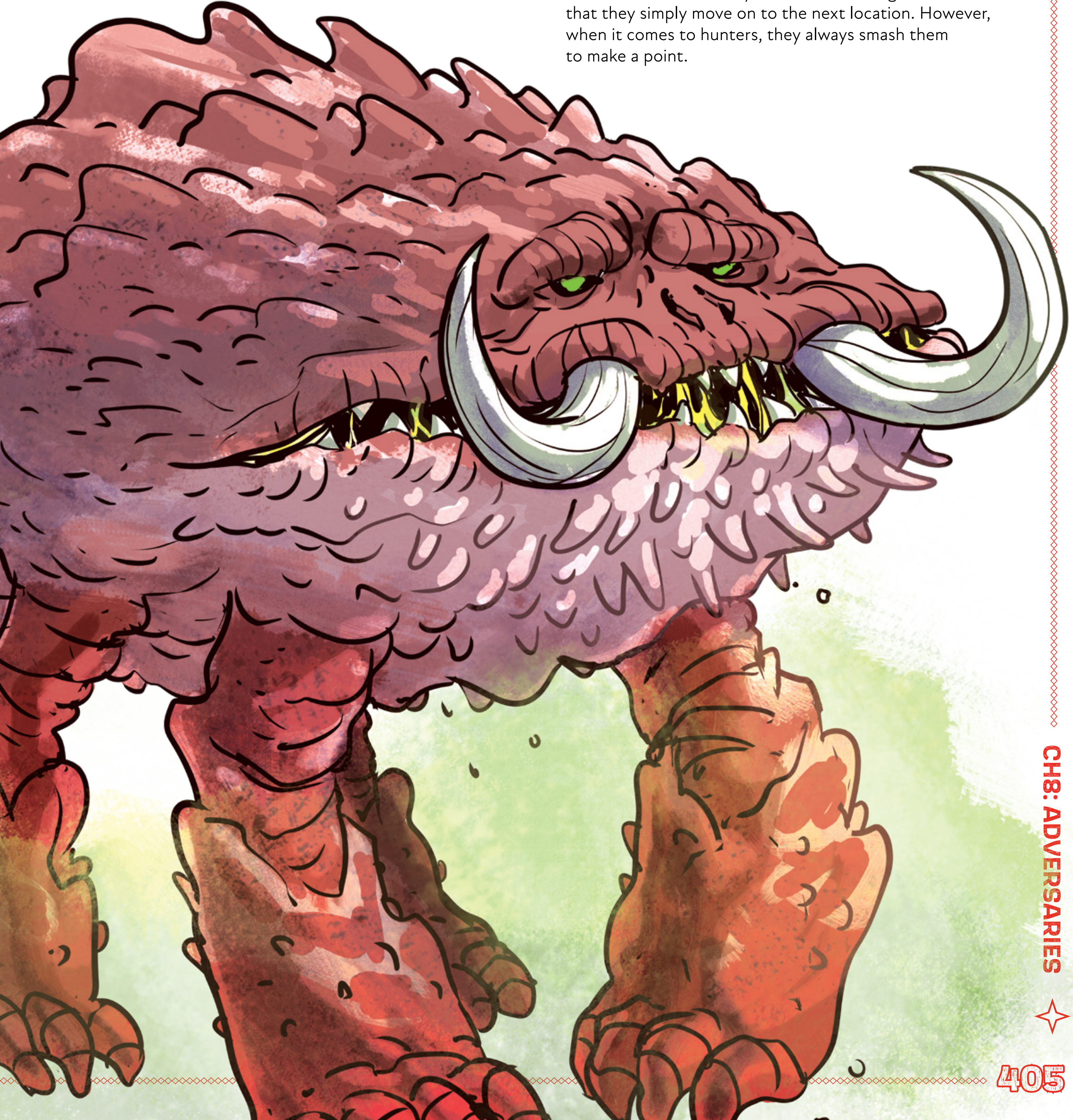
Skashic titans are far more likely to do battle with each other than they are with folk. When these titanic battles ensue, catastrophic environmental damage occurs, ranging from sinkholes to tunnel collapses, to full on volcanic eruptions. Fighting a skashic titan is far more akin to surviving a natural disaster than it is a duel of martial prowess.

DEFEAT

In battles between skashic titans, one will usually retreat from an area in defeat. But after a battle to the death, the huge carcass of a dead titan attracts many creatures and critters, both scavengers and worshippers alike.

VICTORY

Skashic titans are usually so unaware of a fight with folk that they simply move on to the next location. However, when it comes to hunters, they always smash them to make a point.



SPORE COBRA

	Attack	Dread
Small, Fast	+2	1d8

A vicious creeper found in the Fungal Jungle and wherever mushrooms flourish, the spore cobra's head actually looks like a mushroom. The snakes do not have a venomous bite, but they spit a spray of fluorescent green spores that are quite poisonous, especially to mushrums and other fungal creatures.

ABILITIES

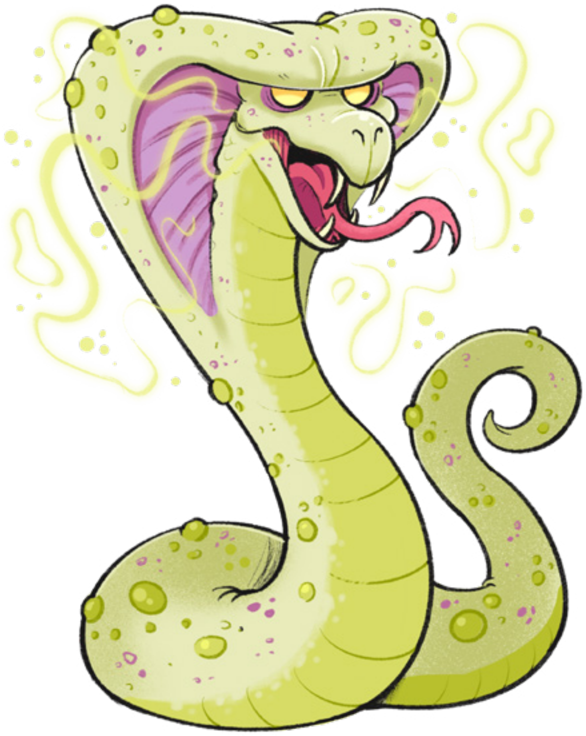
Spore Spray

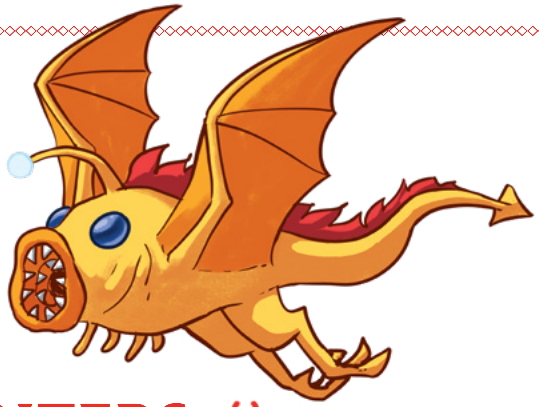
May attack all Close or Nearby targets, and on a 9+ Hit, roll 1d4:

1	Target is **POISONED**. Mushrums must also Defy Death.
2	Target is **WEAKENED**.
3	Target is **BLINDED**.
4	Target suffers +2 Dread.

Vulnerabilities

Spore cobras, like **FUNGHOULS**, detest vinegar and will hack and flee at its scent.





STYGOBITERS

	Attack	Dread
Small	+1	1d10

Amphibious cave fish, stygobiters come in two varieties: one is winged with a toothy, suctioned mouth, and the other is a four-legged climber with needle-like teeth. What they share in common is a luminescent lure, like that of an anglerfish, which they use to attract prey. In the pitch black of the Underlands, adventurers sometimes mistake them for living lanterns or the lights of friendly travelers. Curiously, stygobiters sleep and lay eggs in the water, but they hunt outside of it. They are known for forming vast, relentless swarms that are able to devour creatures much larger than themselves.

ABILITIES

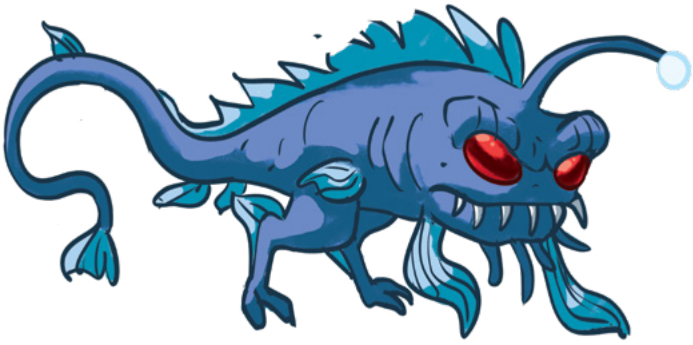
Flyers or Climbers

Choose if they are suction-mouthed flyers or four legged, needle-teeth climbers.

- Flyers: Flying. On a 9+ Hit, stygobiters attach to the target and inflict **ONGOING DREAD** (Might Check to remove).
- Climbers: Fast. On a Critical Hit, the target is **BLEEDING**.

VULNERABILITIES

Stygobiters are attracted to lights, but very bright lights that wash out their own luminescent fins scare them away.



TARKIN

Level	Classes	Parley	Attack	Defense
1-10	G, B, C	1 (D)	+1	-1
Folk, Group/Horde		Block	Dread	Actions
		0	1d8	1

Naturally dwelling in deep oil reservoirs in the earth, the tarkin were accidentally encountered long ago by goblins, revealing them to the Underlands at large. Some believe that tarkin are the result of goblins digging too deep, unleashing spirits of the restless dead whose bones have melted into bubbling tar. Originally, their appearance and behavior was like that of **MUCKMEN**, shambling and dripping around, but always close to their pits and reservoirs. But the tarkin are evolving. Over time, the tarkin have adopted suits built from discarded mining equipment or salvaged armor which they use to mold their viscous, steaming bodies into humanoid forms, allowing them to travel wherever they please. Unfortunately for the rest of the Underlands, it seems the tarkin want only to proliferate and pillage while making the goblins pay for disturbing them.

Names: Grix, Visk, Exu, Phaltox

ABILITIES

Tarred

On a 9+ melee or ranged Hit, the target becomes **ENTANGLED**, and if they escape they are **SLOWED** until thoroughly cleaned off.

Super Sticky

When an attacker grabs a tarkin, or scores a Hit with a Counterattack, their weapon gets stuck in the tarkin (Might Check to remove).

VULNERABILITIES

Normal hot water and soap are ineffective against tarkin, but the goblins have developed an industrial strength chemical called Tar-Be-Gone that inflicts double Dread to the creatures. However, Tar-Be-Gone is toxic and inflicts 1d4 Dread to the user once every Conflict in which it's used.

SOCIAL

Tarkin are ominous and alien, speaking slowly with thick, churning voices. They dislike folk and believe that goblins, especially, should be punished for their unchecked mining and digging. They take items, but they have no use for them beyond forging new suits and weapons out of the materials.

COMBAT

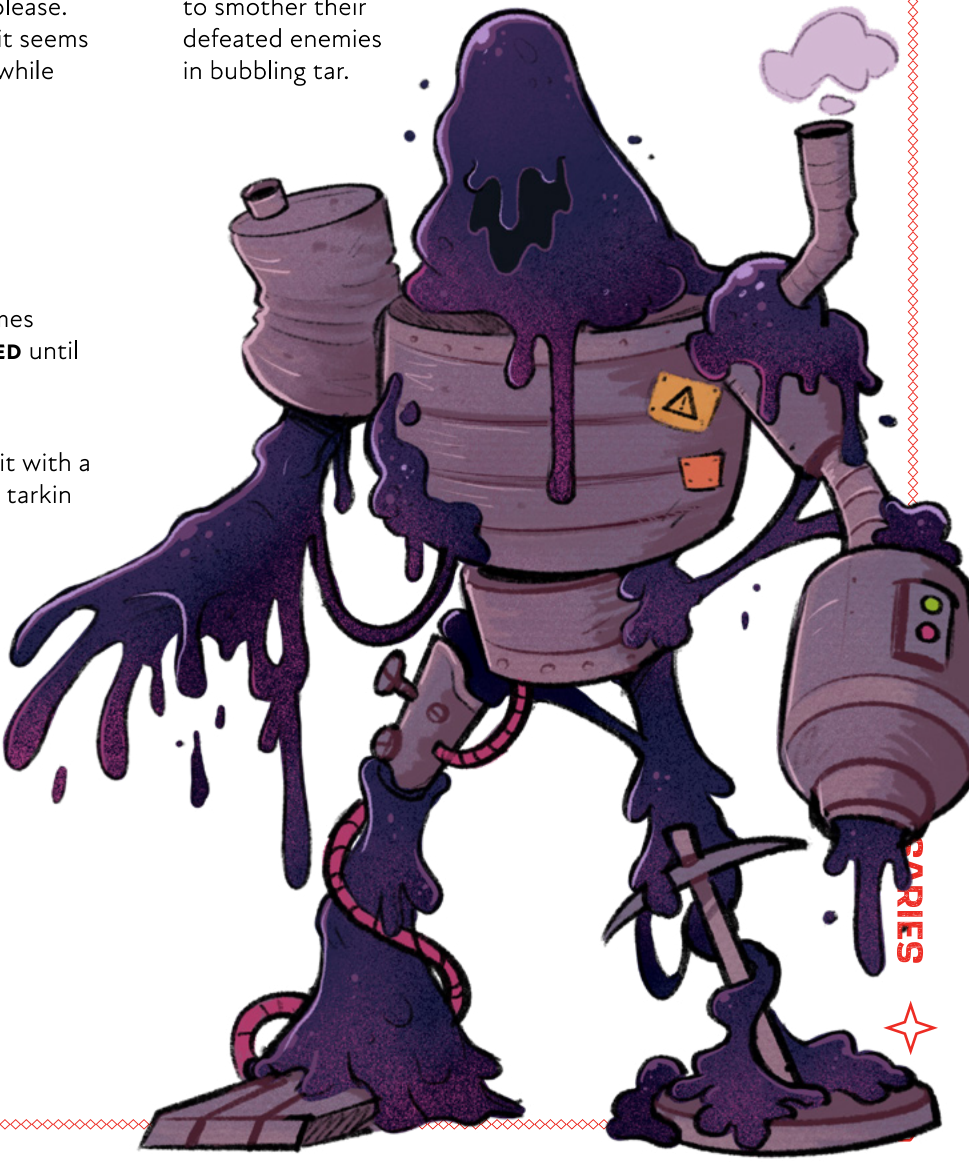
Tarkin attack with sticky limbs and crooked, salvaged weapons doused in tar. They also use specially forged hand cannons to project globs of tar at range. Tarkin are orderly and methodical in combat, working to incapacitate more skilled and mobile enemies while they defeat weaker ones.

DEFEAT

Tarkin are defiant to the last and would rather die than compromise or divulge secrets.

VICTORY

Tarkin rarely take prisoners unless they need to bargain for something important, usually opting instead to smother their defeated enemies in bubbling tar.



TOCSIN BUGS

	Attack	Dread
Tiny	+1	1d4

The tocsin bug is an arachnid that lives in large, eusocial colonies hidden within fissures, cracks, and caves. Thousands of tiny tocsin bugs in a colony work to serve the gigantic queen, who is the colony's sole breeder and primary protector. Tocsin bugs are slightly venomous, but few people realize that the spelling of the name, coined by moledwerps, is actually in reference to their unique warning, which sounds like a bell—a sharp, high-pitched chime that worker bugs make with their tails to alert the queen of incoming danger from large predators.

ABILITIES

Tocsin Toxin

On a Critical Hit, a Small or Tiny target is **POISONED**.

Warning Bell

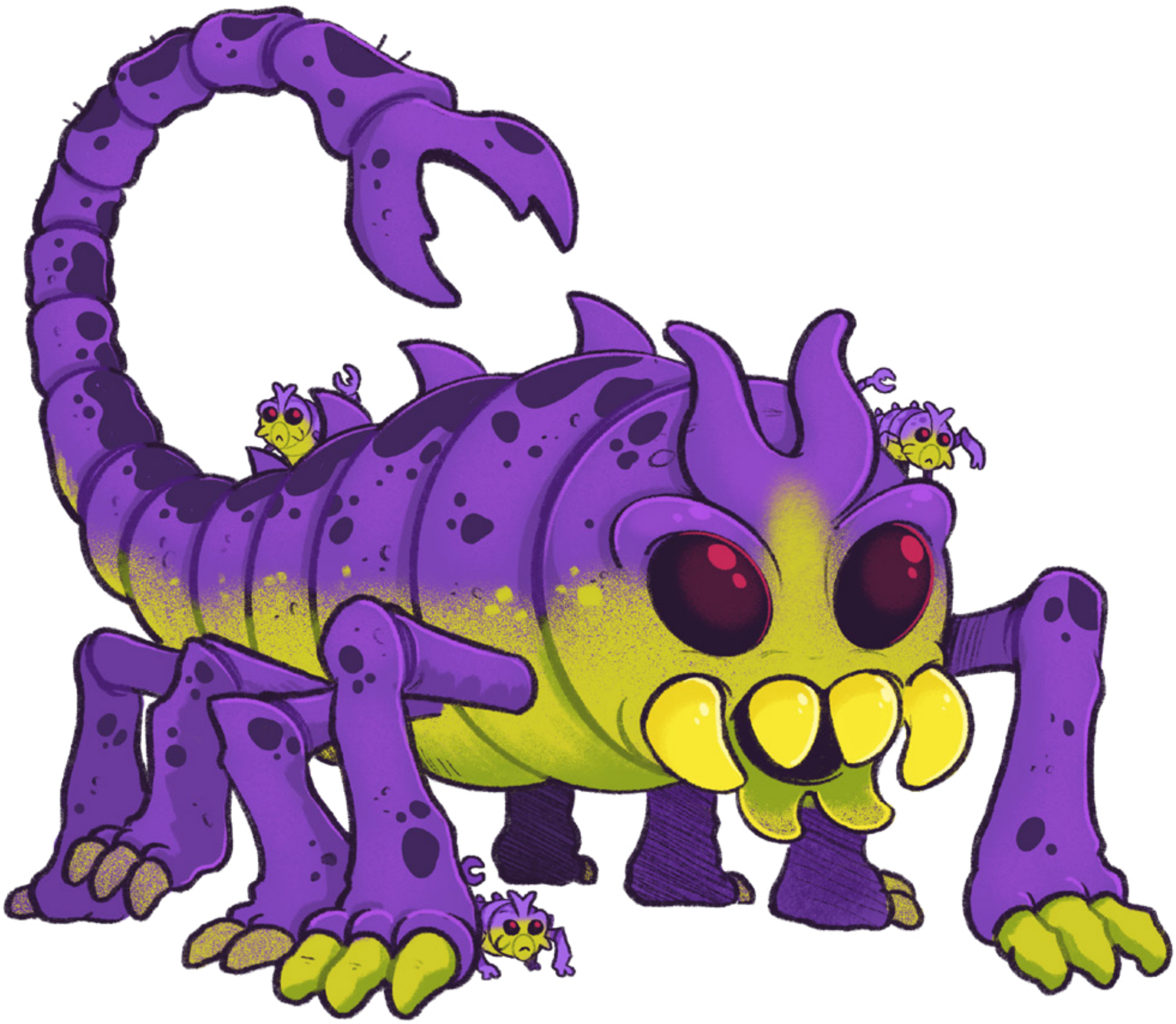
At the start of a Conflict, tocsin bugs rattle their tails, and in 1d4 rounds, the Queen is summoned.

THE QUEEN

The queen is a Huge Level 3–8 Champion. It has +2 Attack, -1 Defense, 1 Block, 2 Actions, and inflicts 1d10 Dread. On a 9+ Hit, the target is **POISONED** by the queen's pincer tail.

VULNERABILITIES

Tocsin bugs are highly sensitive to very high-pitched noises and blinding lights, both of which make them scatter immediately.



TUNNEL CAT

Level	Classes	Wrangle	Attack	Defense
1-10	B	1	+2	-2
Medium, Solo, Fast		Block	Dread	Actions
		0	1d8	2

Deadly, burrowing felines that prowl the underground world, tunnel cats are almost completely hairless and possess sharp, mole-like claws. Some believe that they are more mole than cat, but one thing is for certain—tunnel cats are incredibly efficient diggers who use hidden tunnels to ambush their prey. Curiously, the wrinkly, pink cats can regulate their body temperature completely independent of the environment, they can't be **POISONED**, and their pain tolerance is extremely high.

Names: Clawdigger, Beady Eye Joe, Snaker, Dirt Ghost

ABILITIES

Strange Physiology

Immune to **POISON**. Fire and cold effects inflict half Dread.

Quick Claw

The first phase of a Conflict with a tunnel cat is Combat, followed by Wrangle, Improvise, and Run. A tunnel cat attacks first in the first round.

Scratch and Burrow

Once every 2 rounds, when the tunnel cat is Hit, it may Counterattack. Then the tunnel cat may burrow into the ground to avoid all attacks until the next round.

VULNERABILITIES

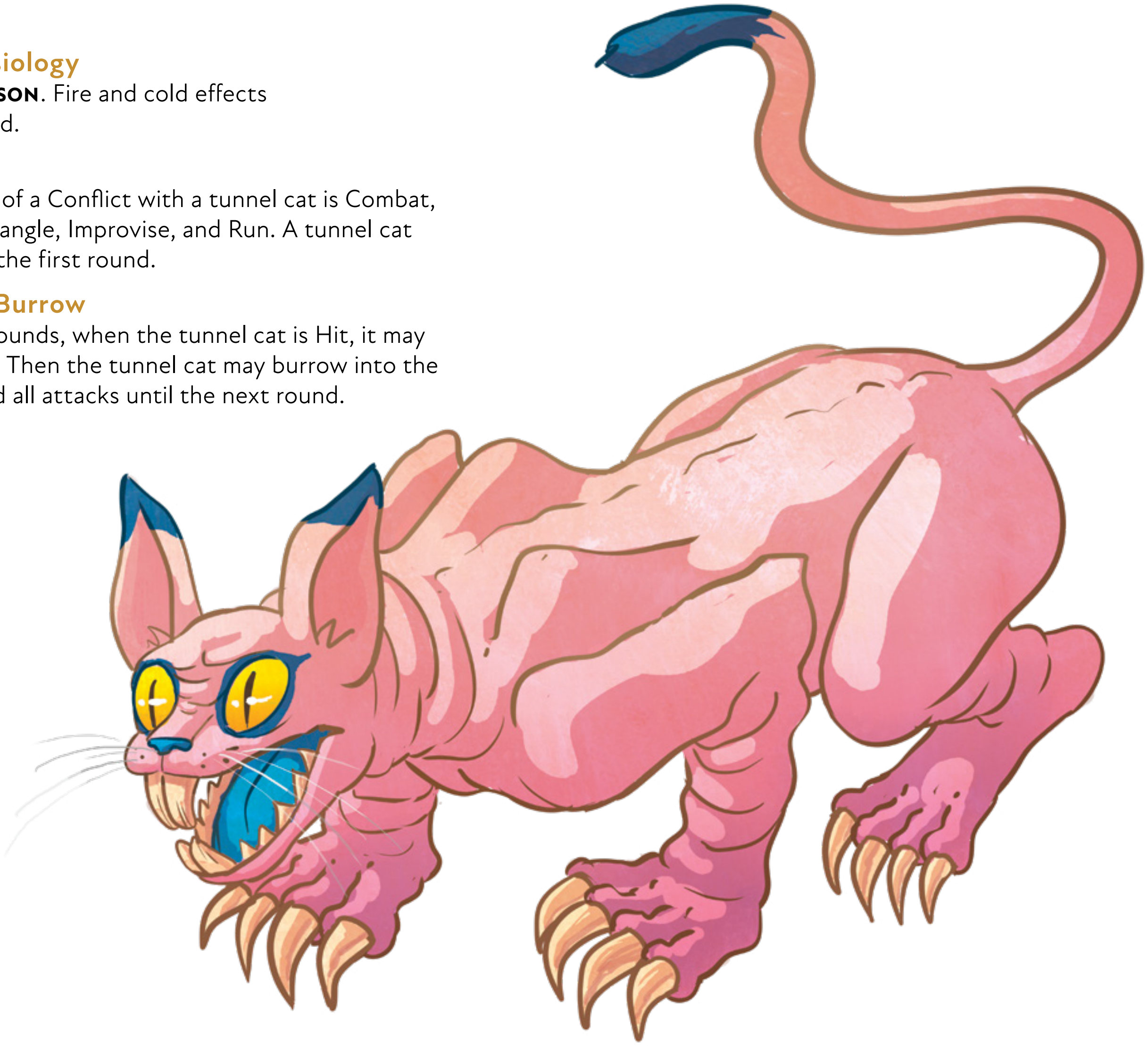
Stalagmoss is like catnip to tunnel cats, and they will become completely distracted when it is Close as long as they are not in a life or death situation.

COMBAT

Tunnel cats are ambush predators that stalk prey from their hidden tunnels. They generally focus on one target which they will subdue and drag away into their burrows. Tunnel cats are relentless if they draw blood and will chase and track those who run away.

CRAFTING

Delver's Coveralls (Crafting 🔨)
Components: Tunnel Cat Hide + 10 Materials. Effect: Light Amor. +1 Block against heat and cold effects.



WAILING WOE

Level	Classes	Parley	Attack	Defense
1-5	G, B	1 (D)	+1	-2
Folk, Solo/ Group, Flying, Dwimmercrafty		**Block**	**Dread**	**Actions**
		0	1d8	1

A rare, purple gas called woe-shadow can turn lost miners and explorers into incorporeal, but still living, spirits. Woe-shadow is actually cursed **GLOOM** that was metamorphosed by a sorcerer who wished to control minds. A huge swath of **GLOOM** in the Underlands was altered, but the sorcerer's plan backfired and he became a wailing woe.

Names: Purple Man, Gas Groaner, Deathrattler, Wailing Moe

ABILITIES

Woe-Shadow

Characters that wander in the midst of wailing woes are susceptible to the purple gas called woe-shadow, and must make a Vitality Check. On a 2-, they are **CURSED** and will become a wailing woe in 3 days.

Wail of Woe

Once every 2 rounds, anyone within Faraway range must make a Mettle Check.

1–2	The target is **PARALYZED** and suffers Dread.
3–5	The target suffers Dread and is -1 to all actions against the wailing woes.
6–8	The target is **STUNNED**.
9–11	No effect.
12+	The target is immune to Wail of Woe for the encounter.

SOCIAL

Wailing woes are often mistaken for violet-colored ghosts, but they are deeply frustrated victims of a curse who have lost any semblance of their former lives. The woes are vengeful, angry, and difficult to reason with. However, their lost selves can be reached if they are confronted with deeply personal information.

COMBAT

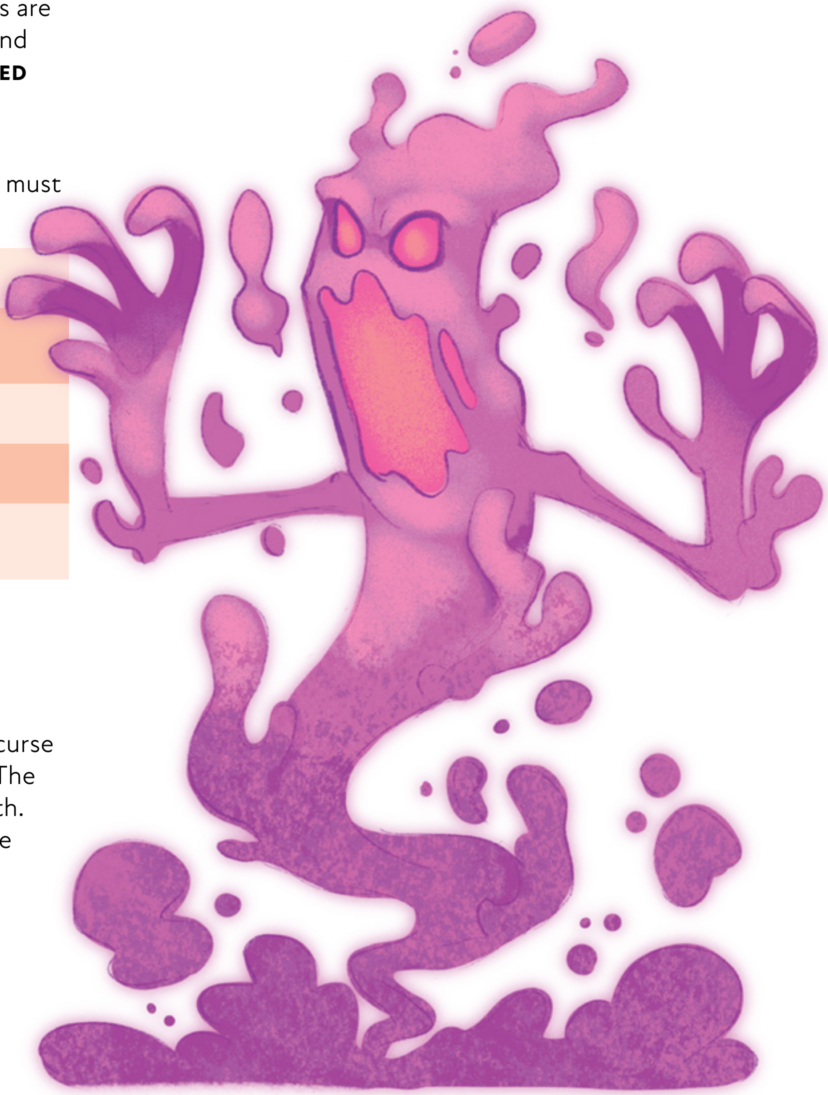
The wail of a wailing woe is a shrieking, deafening, haunting cry of anger and anguish that can leave their opponents reeling or even paralyzed. Wailing woes surround their opponents and try to prevent them from fleeing; their greatest desire is to make others suffer as they are suffering and turn them into fellow wailing-woes. When they aren't wailing, they can lash out with magical energy.

DEFEAT

Upon defeat, a wailing woe will rematerialize into the living person they once were for a brief moment. Their mind will calm and they will thank their assailant for setting them free of the curse.

VICTORY

Wailing woes capture defeated enemies and drag them, sometimes for miles, to particularly dense patches of woe-shadow. If this happens, the PC suffers Disadvantage on their Check to resist being **CURSED**. Loremasters believe this a kind of magical spell that still lingers in the sorcerer's ill-fated attempt to harness the power of **GLOOM**.

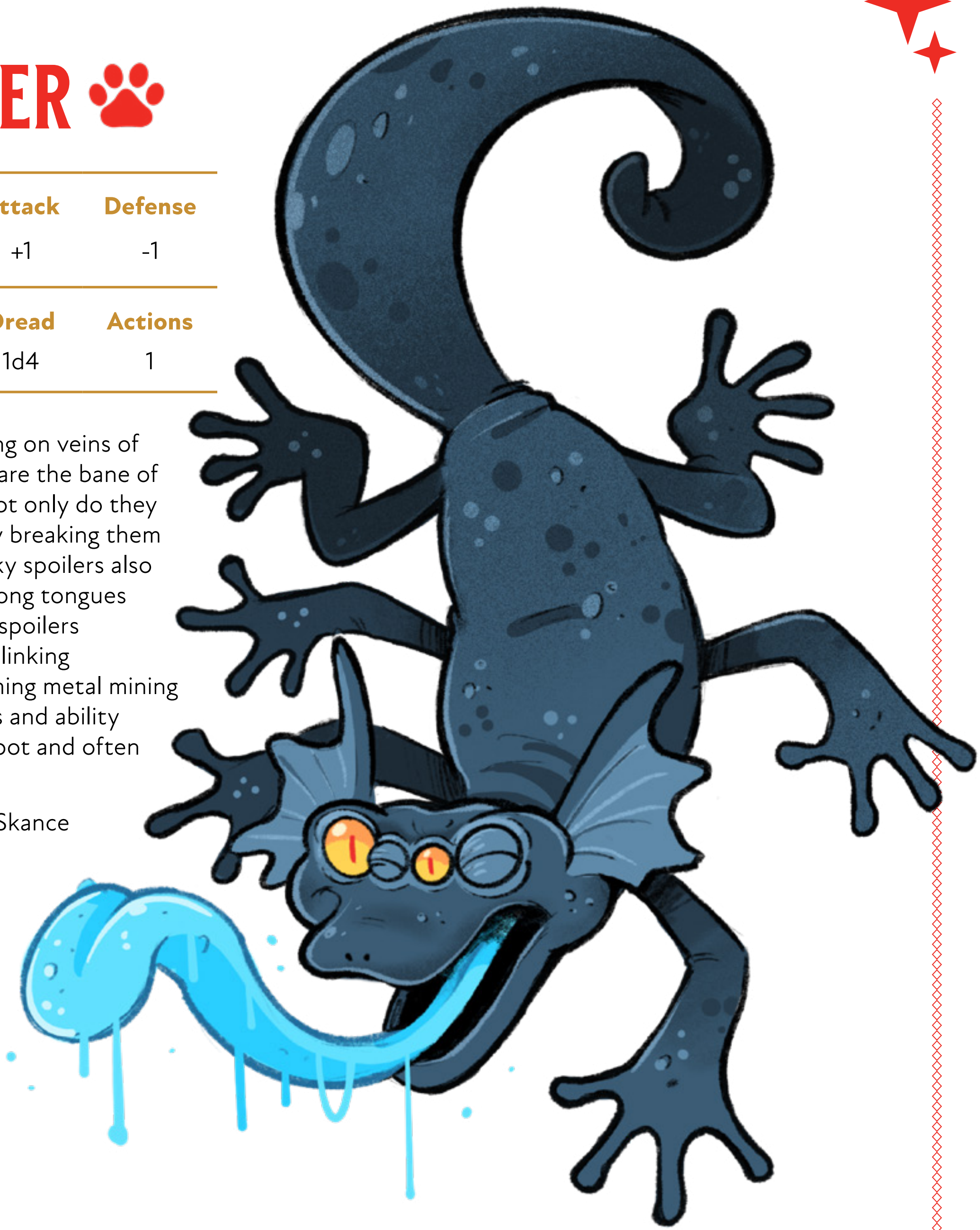


WINKY SPOILER

Level	Classes	Wrangle	Attack	Defense
1-5	G	1	+1	-1
Medium, Solo/Group		Block	Dread	Actions
		0	1d4	1

Skulking in shadowy corners and slurping on veins of ore, these six-legged, four-eyed lizards are the bane of miners and adventurers everywhere. Not only do they eat precious metal lodes in the rocks by breaking them down with their destructive saliva, winky spoilers also eat any metal items they can get their long tongues on. Long ago, they were dubbed winky spoilers by goblins because of their haphazard blinking patterns and their penchant for consuming metal mining equipment. Because of their dark scales and ability to climb any surface, they are hard to spot and often appear out of nowhere.

Names: Rusty, Four-Eyes, Jobwrecker, Skance



ABILITIES

Tongue Lash

May make a melee attack against a Nearby target without moving, and the winky spoiler can't be Counterattacked.

Corrosive Slurp

On a 9+ Hit, the winky spoiler eats one of the target's *Mundane* or *Magnificent* metal items (weapon, armor, or another item in their Inventory).

VULNERABILITIES

Magic weapons inflict double Dread to winky spoilers, who find the taste of magic repulsive.

COMBAT

Winky spoilers prowl in the darkness munching on ore veins, but will dare to attack people for their tasty metal equipment. If possible they attack from high wall perches where they can't be attacked themselves. They are only focused on consuming metal and have no interest in meat-eating, but their corrosive tongues can hurt. If left to their own devices, a group of winky spoilers can devour an armory in a single night of gorging.

CRAFTING

Alchemist's Friend (Alchemy)

Components: Winky Spoiler Spittle + Any Elemental Component. Effect: May replace an ingredient in an Alchemy Recipe that requires multiple ingredients.

YETI

Level 1-10	**Classes** B, C	**Parley** 1	**Attack** +2	**Defense** +0
Large, Solo/Group		**Block** 2	**Dread** 1d12	**Actions** 2

Cousin of the ettin, the yeti is a white-furred brute that dwells in cold climates, both in the Underlands and atop the highest peaks of Eem. Yetis have a reputation for being fearsome monsters that devour wayward travelers, but those are only the yetis that you hear about. Tucked away in cozy caves are families of yetis that hunt local fauna and go out of their way to avoid clashes with folk.

Names: Zeg, Geddi, Porca, Vash

ABILITIES

Snowball

If snow is present, may make a ranged Snowball Attack. On a 9+ Hit, the target is **STUNNED**.

Bone-Chilling Howl

At the start of Conflict, anyone within Faraway range must make a Mettle Check. On a 5-, the target is **FRIGHTENED** and suffers 1d8 Dread.

Frosty Breath

Once every 3 rounds, may make a melee or ranged Attack to blow impossibly cold breath. On a 9+, the target is **PARALYZED** with cold.

Sweeping Blow

Once every round, may attack 1d4 Close targets.

Vulnerabilities

Fire inflicts double Dread against a yeti, and they will use their Frosty Breath to snuff it out when they can.

SOCIAL

Many yetis are family-oriented creatures that keep to themselves within hidden ice caves. Their concerns are centered around hunting enough food and keeping their domains safe. But the solitary yetis who haunt the wilderness as unmatched kings of the cold are more infamous.

These brutes delight in the thrill of the hunt and have little interest in staying safe. They are often rageful and vindictive, and they make no attempt to parley with folk. Within yeti culture, when a yeti turns away from the family, they are thought to have made the choice to become a beast.

COMBAT

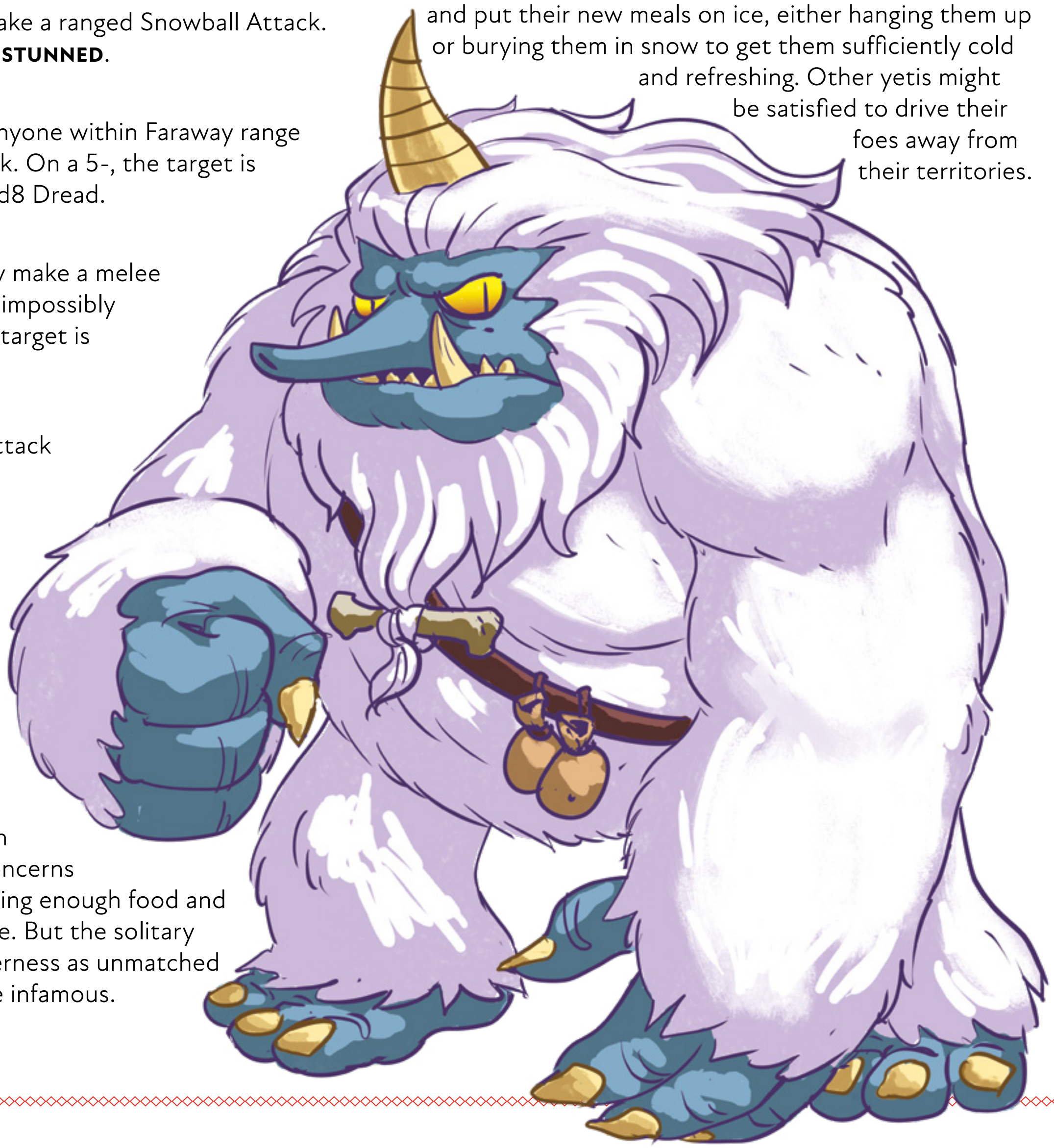
Yetis are formidable fighters that wade into battle after peppering their prey with hard-packed snowballs. They use their howls and frosty breath to control the battlefield. A single yeti can take on a group of adventurers by causing them to either run in fear, stop frozen in their tracks, or stand in the path of their sweeping claw attacks.

DEFEAT

A yeti scorned is a yeti with a grudge. Luckily, yetis hate leaving their territories, so they almost never pursue anyone far for revenge.

VICTORY

Brutish yetis will drag their victims back to their ice caves and put their new meals on ice, either hanging them up or burying them in snow to get them sufficiently cold and refreshing. Other yetis might be satisfied to drive their foes away from their territories.



ZARAKNA'RAWR

Level	Classes	Wrangle	Attack	Defense
5-10	G, B, C	0	+3	-1
Large/Huge, Solo/Group, Fast		**Block**	**Dread**	**Actions**
		3	1d12	1 or 4

Known in lore books as *fungiformus tyrantula,* the zarakna'rawr is a fungal spider exclusive to the Fungal Jungle. The beast is feared by all, especially mushrums, who have been plagued by the zarakna'rawr for as long as their history records. A single zarakna'rawr can dominate its habitat as the apex predator for hundreds of years at a time. The apex zarakna'rawr reproduces asexually and lays eggs all over the Fungal Jungle that take decades to hatch. Once hatched, the juveniles fight each other for supremacy and will even challenge the apex, which never ends well for the juveniles.

Names: Lord of the Maze, Spearheart, Dustmaker, Scourge of Mycelior

ABILITIES

Juvenile (G, B)

Has 1 Action and sometimes congregates in *Groups*.

The Apex (C)

Has 4 Actions and is always *Solo*. Because of its heightened senses, characters can't Sneak within Nearby range.

Spearing Strike

On a Critical Hit, the target is **WOUNDED**. On a Miss with a Plus, the target is knocked **PRONE**.

Deadly Stinger

Once every 2 rounds, may make a Deadly Stinger Attack. On a 9+ Hit, the target is **POISONED**.

Monstrous Roar (C)

Once every 3 rounds, may make a monstrous roar, and anyone within Distant range must make a Mettle Check. On a 5-, they are **FRIGHTENED** and suffer 1d6 Dread.

VULNERABILITIES

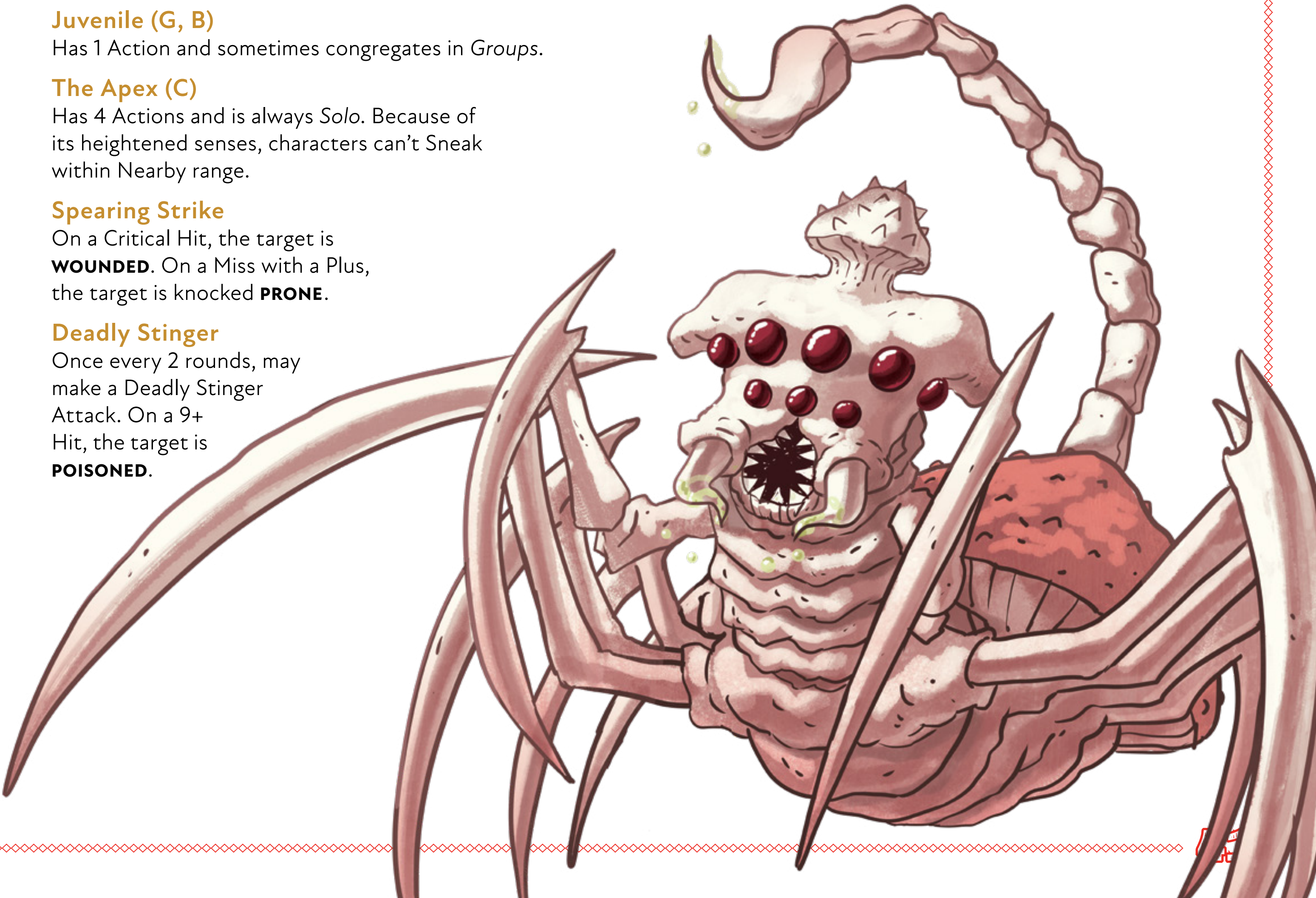
The pulsating mushroom-like structure on the zarakna'rawr's head is actually its brain, which is completely unarmored. This organ is essential for the critter's heightened senses, and, if struck, the zarakna'rawr suffers double Dread.

COMBAT

A Zarakna'rawr uses its long, sharp appendages to skewer its prey. Its huge legs slam into the earth so hard that it can usually knock over anyone it misses. Despite its size, the critter is very quick and can't easily be tricked. Mushrums surmise that zarakna'rawrs can sense fear in the air, which would explain why it's impossible to hide from an apex zarakna'rawr. The beast doesn't immediately devour its prey, choosing to wrap it in a cocoon of webbing and hang it in its lair for days until the stench is rancid.

CRAFTING

Zarakna'rawr Armor (Crafting 🔨)
Components: Zarakna'rawr Husk + 5 Materials.
Effect: Light Armor. +2 Block.



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Acknowledgements

Special thanks to all the backers who brought The Underlands to life. And everyone at Exalted Funeral: Cristin Kelley, Matt Kelley, Mike Flynn, David Hoskins, Audrey Stolze, Andrew Bellury, and the entire crew.

And a very special thanks to all of our Patreon members, especially the Wizards of Eem:

Darren Korb, Elliot Block, Tony Lang, TiredOrangeCat, Paul Cosgrove, Jake M, Luke Ward, Corey Messer, Atomized, tennojack, Hector Rufrancos, Drew Carlisle, David Koenigsberg, SonovaChef, Carl Kloster, John Kalinowski, Shendude, David Bell, Dave Munson, Chase Greer, Lester Ortiz-Miranda, Dominick Mendoza, Aaron Pownall, Brian Doran, Tim C, Ollie Sykes, Amir Rao, George Higgins, Colin Chapman, Cianan Sims, Jeff Robinson, Adam Horne, Don, Brian Holt, Weeble, Stefan Tops, Stephanie Beaulieu, Gwen Gwaine, Jerrid Green, Gabs Kay Dul, Matthew Staniscia, Mercy Lienqueo, The Seventh Tavern.